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ABSTRACT

The Texas Reading Club is designed to encourage youth to read for pleasure and to promote library usage.A statewide theme is selected each year that emphasizes ways in which reading expands young minds and encourages children to use their imaginations. The year 2000's theme, "Invent the future! READ!," emphasizes ways in which reading expands young minds and encourages children to use their imaginations to envision the future in which they will be creative and contributing adults. A handbook is created each year to aid in planning and programming, and the handbook, along with posters, reading logs, bookmarks, and certificates are offered by the Texas State Library to encourage participation and support of this important program. This document includes the Texas Reading Club Proclamation (May 30, 2000); words to this year's theme song and a link for listening to the song; biographical information on the illustrator and acceptable use of artwork policy; links to web sites about inventions; and descriptions of the following Texas Reading Club materials with contact information for ordering: program manual; posters; bookmarks; reading logs; and certificates. Also included are links to web sites for previous Texas Reading Clubs, and links to selected resources. (AEF)

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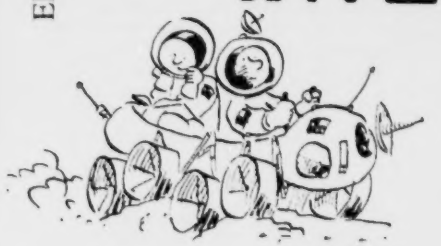
2000 Texas Reading Club Manual

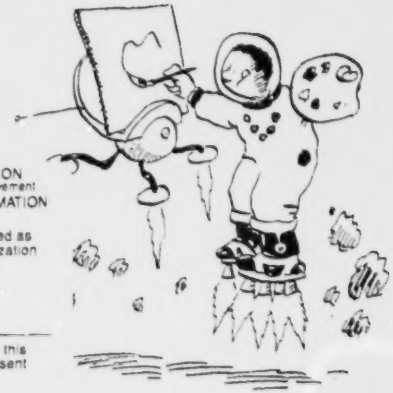
Invent the Future - READ!



by

Youth Services Staff, Farmers Branch Manske Library

Martha Bass
Robin Works Davis
Marlive Harris
Paul Marcum



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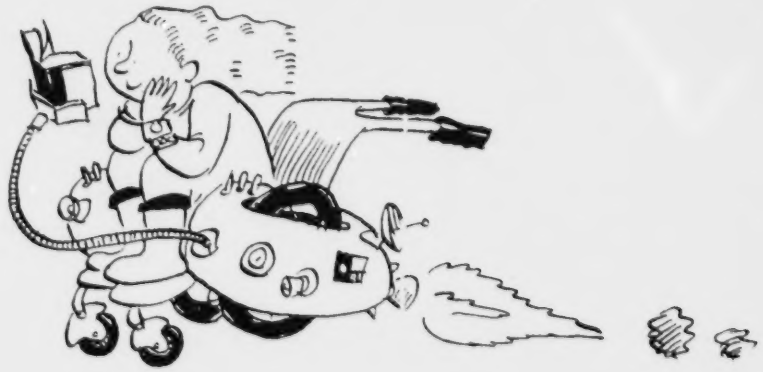

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Invent the Future - READ!

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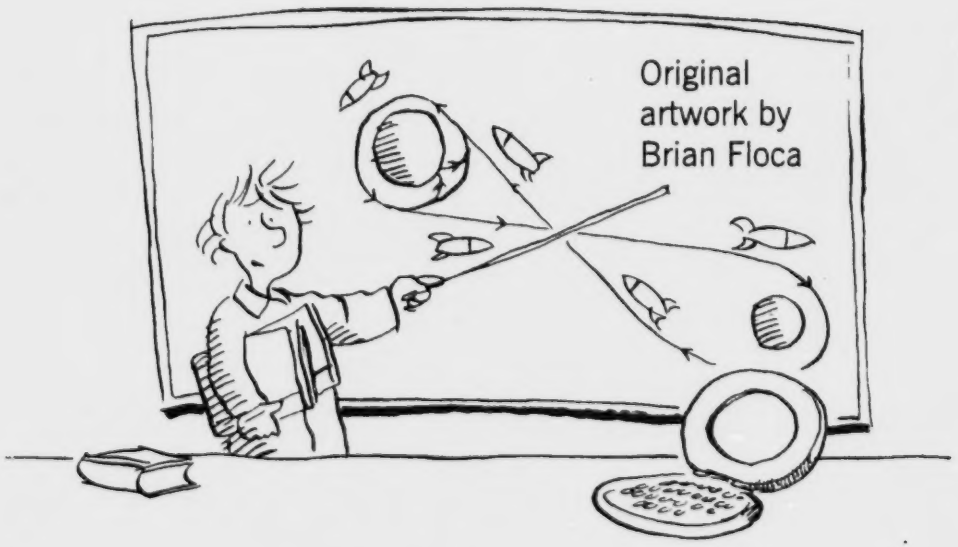

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512-463-5460 or 512-463-5436 fax

2000 Texas Reading Club Manual

INVENT THE FUTURE! READ!

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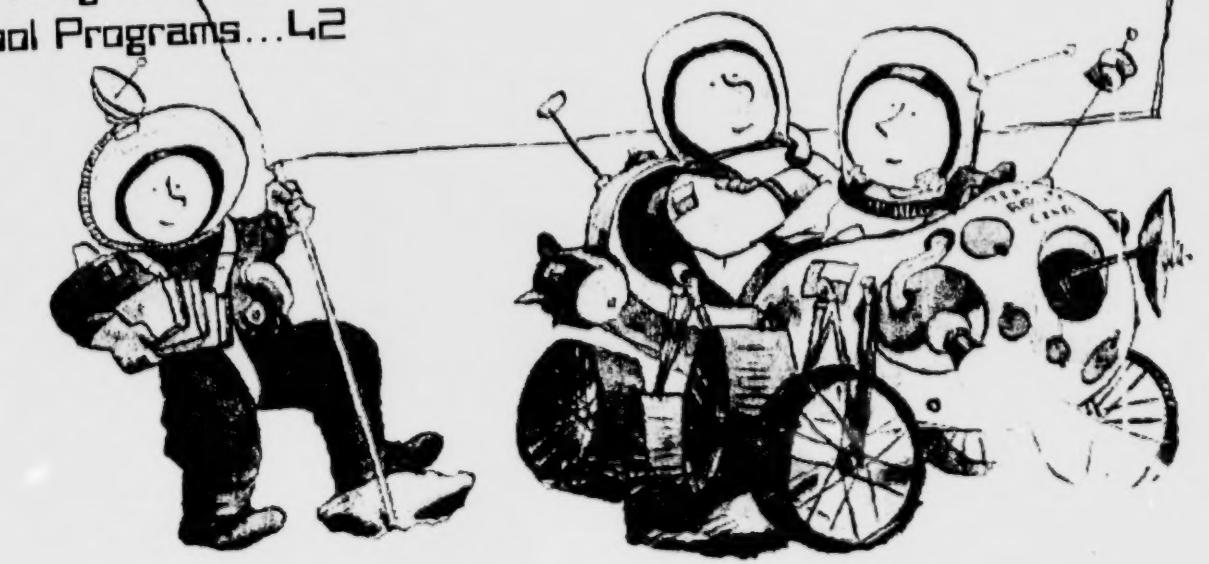

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2000 TEXAS READING CLUB MANUAL: INVENT THE FUTURE - READ!

Preface

Acknowledgments

We would like to thank Belinda Boon and Christine McNew of the Texas State Library and Archives Commission for tirelessly editing the Texas Reading Club manual and for their creative contributions. All of the authors of this manual were employed at the Farmer's Branch Library when this manual was written. To the staff of the Farmers Branch Library, we express our sincere gratitude for their continuous support, with special thanks to Mary Jane Stevenson, Director. We also extend our appreciation to the Farmers Branch City Council, City Manager's Office, and administrators for their support.

Overview

This manual is created for the 2000 Texas Reading Club, a program of the Texas State Library and Archives Commission. The theme, "Invent the Future-READ!" welcomes us to the new millennium.

Our vision for the 2000 TRC Manual was to use the "Invent the Future" theme to suggest ideas incorporating new technology, inventions, creativity, and what the future holds for the world, as well as the individual child. We began initially by having a brainstorming session about the theme and came up with related topics and ideas, such as the past, future, time, space, invention, things relating to computers and technology, and careers. Each person then researched an age level, such as toddlers, and found as many age-appropriate books as possible related to the theme or the associated topics. After that, we divided the books into categories that seemed to fit together well for potential programs. We then expanded our search to include media, fingerplays, activities, web sites, and CD-ROMs.

At that point, we could see what groups of materials would and would not work as a full program, and laid out the manual. Each of us worked on all parts of the manual.

Robin Works Davis, Youth Services Supervisor
Martha Bass, Youth Services Outreach Librarian
Vicki Haddon, Youth Services Librarian
Marlive Harris, Youth Services Librarian

About the Illustrator, Brian Floca

Biographical Information

Brian Floca was born and raised in Temple, Texas. He graduated from Brown University in 1991, and currently lives and works in New York City.

He is the author and illustrator of *Five Trucks*, a fall 1999 Main Selection of the Children's Book-of-the-Month Club, and*The Frightful Story of Harry Walfish.* He has illustrated many books, including *Luck with Potatoes* by Helen Ketteman and *Sports! Sports! Sports!* edited by Lee Bennett Hopkins. Mr. Floca also illustrated several novels by Avi, including *Poppy*, a winner of the Boston Globe/Horn Book Award for fiction, *Poppy and Rye*, *Ragweed,* and *City of Light, City of Dark,* a *Publishers Weekly* Best Book of the Year.

Brian Floca is currently working on his third picture book as author and illustrator, and on Avi's fourth and final book of "Tales from Dimwood Forest." Both will be published in the spring of 2000.

Books Written and Illustrated

Floca, Brian.
Five Trucks. Dorling Kindersley, 1999.

Floca, Brian.
The Frightful Story of Harry Walfish. Orchard Books, 1997.

Books Illustrated

Avi.
City of Light, City of Dark: A Comic Book Novel. Orchard Books, 1993.

Avi.
Poppy. Orchard Books, 1995.

Avi.
Poppy and Rye. Avon Camelot, 1998.

Avi.
Ragweed. Avon Camelot, 1999.

Brimmer, Larry Dane.
Lightning Liz. Children's Press, 1998.

Enderle, Judith Ross.
Where Are You, Little Zack? Houghton Mifflin, 1997.

Gurian, Michael.
From Boys to Men: All About Adolescence and You. Price, Stern, Sloan, 1999.

Gurian, Michael.
Understanding Guys: A Guide for Teenage Girls. Price, Stern, Sloan, 1999.

Hopkins, Lee Bennett, ed.
Sports! Sports! Sports!: A Poetry Collection. HarperCollins, 1999.

Ketterman, Helen.
Luck with Potatoes. Orchard Books, 1995.

King-Smith, Dick.
Jenius: The Amazing Guinea Pig. Hyperion, 1996.

King-Smith, Dick.
King Max, Troll, 1997.

King-Smith, Dick.
Mixed-Up Max. Troll, 1998.

Kraske, Robert.
The Voyager's Stone: The Adventures of a Message-Carrying Bottle Adrift on the Ocean Sea. Orchard, 1995.

Marilyn Singer.
Solomon Sneezes. HarperCollins, 1999.

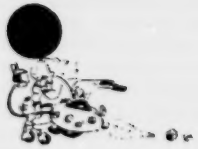
Packard, Mary.
Make Your Own Time Capsule. Troll, 1999.

Sayco, Larry.
The Ultimate Yo-Yo Book. 20 Great Tricks and Tips! Putnam, 1998.

Simmons, Al.
Counting Feathers. Longstreet Press, 1997.

Tomecek, Steve.
Wing It! Best Boomerang Book Ever. Putnam, 1997.

Wardlaw, Lee.
The Ghoul Brothers. Troll, 1996.



Serving Children with Disabilities

The Americans with Disabilities Act (ADA) states that reasonable accommodations must be made for persons with disabilities in library buildings, programs, and materials. When putting together programs and activities for the 2000 Texas Reading Club, keep in mind that whatever works for children with disabilities will work for all children. With a little planning, simple, inexpensive adaptations can be introduced to program sites and materials to enable more children to enjoy the Texas Reading Club activities.

The Talking Book Program (TBP), a division of the Texas State Library and Archives Commission (TSLAC), has a Disability Information and Referral Center (DIRC) that provides information to any interested persons about adaptive equipment, games and toys, support groups, the Americans with Disabilities Act, and other topics. Questions will be answered by staff or referred to other resources. The DIRC can be reached at 1-800-252-9605 (in Texas) or 512-463-5458 (in Austin).

The Talking Book Program

The Talking Book Program (TBP) is a joint state and federal program that provides unabridged books in alternate formats for Texans of all ages who are unable to read standard print material due to visual, physical, or reading disabilities. The service is free of charge and available to those who qualify because they are unable to read standard print material as a result of temporary or permanent, visual or physical limitations.

A properly certified application must be submitted for each prospective patron verifying that the applicant meets one or more of the federal eligibility criteria, namely: blindness; a visual disability of sufficient severity to prevent the reading of standard print without the use of an aid other than prescription glasses; a physical disability that prevents the individual from holding a book or turning the pages; or a reading disability that is physically based and of sufficient severity to prevent the reading of standard print material in a normal manner. Applications submitted for individuals with a reading disability must be certified by a medical doctor or doctor of osteopathy. Applications submitted for individuals with other disabilities can be certified by a number of professionals in various fields related to health care, education, or rehabilitation, or by a professional librarian or library director.

TBP provides books on cassette tape, in braille, on flexible disc (similar to records), and in large print. Special playback equipment is loaned free of charge for use with books in cassette and disc formats. All materials circulate to TBP patrons free of charge through the regular U.S. Mail.

Because TBP patrons are located throughout the state, and interaction is limited to the telephone and the mail,

TBP encourages younger patrons to participate in the Texas Reading Club activities sponsored by public libraries in their communities. TBP will continue to provide the books in alternative media needed to participate.

Please refer any individual qualified to use our service to TBP for an application, or call and request applications and brochures to keep in your library. Help young readers with disabilities in Texas make the most of the Texas Reading Club experience!

You may call or write TBP with you questions or requests for applications:

Talking Book Program
Texas State Library and Archives Commission
PO Box 12927
Austin TX 78711-2927

1-800-252-9605 (toll-free in Texas)
512-463-5458 (Austin area)
512-463-5436 (fax)

tbp.services@tsl.state.tx.us
Web Site: <www.tsl.state.tx.us/tbp>

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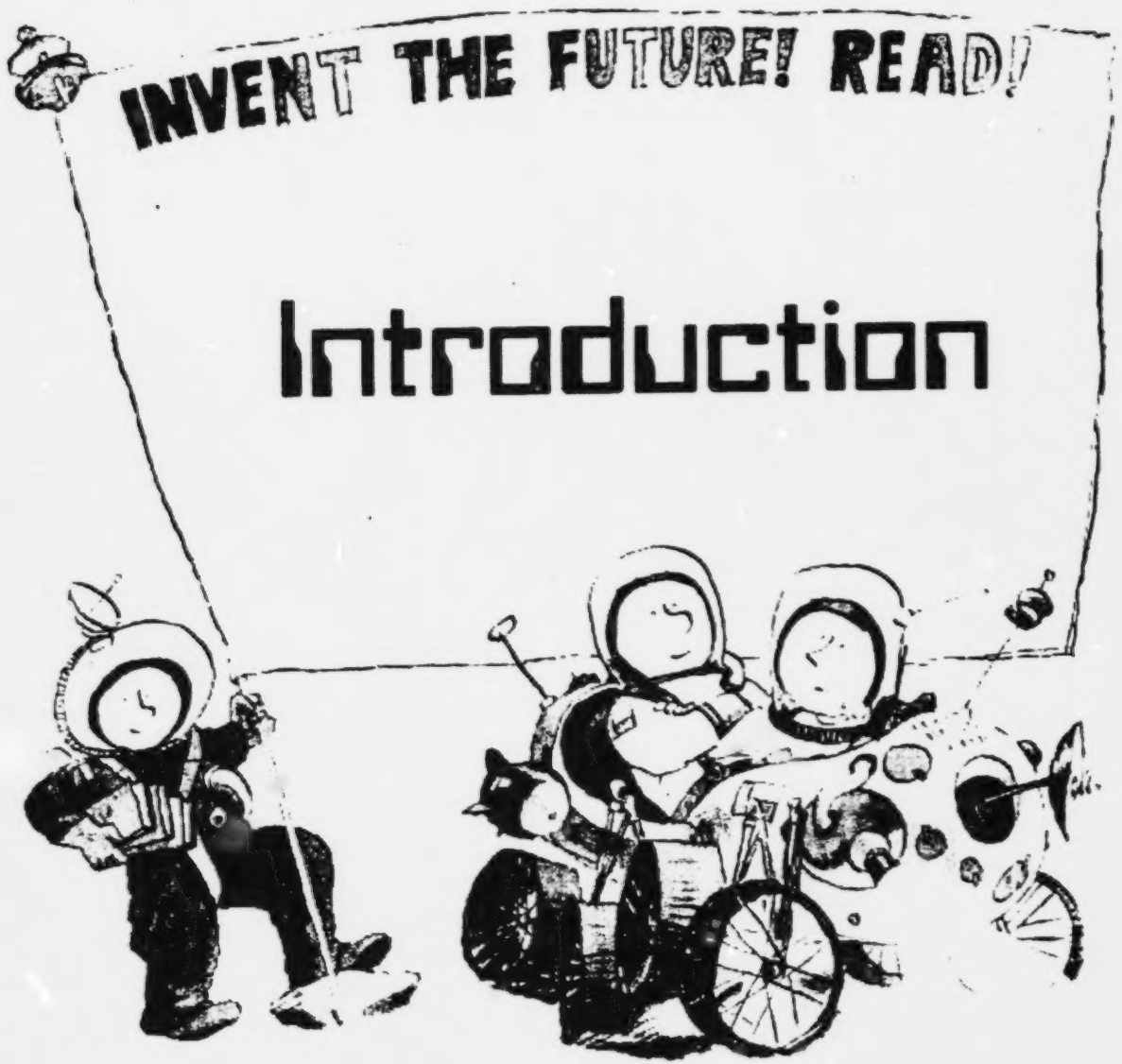
INVENT THE FUTURE! READ!
Introduction

INVENT THE FUTURE - READ!

INTRODUCTION TO THE READING CLUB MANUAL

Goals and Purpose

The goal of the Texas Reading Club is to encourage the children of Texas to become library users and lifelong readers. The purpose of this manual is to assist library staff who serve youth by creating successful programs that attract children to the library. This will enable children to learn about services the library offers and to understand that it is a friendly, encouraging place filled with fun and interesting information. The library reading club experience should be relaxing, pleasurable, stress-free and provide activities, and opportunities for children and their families to experience the joy of reading. To this end, the activities in this manual are designed to encourage reading. We hope you have as much fun exploring them as we did creating them.

Using this Manual

We have tried to make this manual simple, direct, and easy to use. Here are a few clarifications.

We have included when available and appropriate:

- Fiction and non-fiction books. Award winners that are generally well known such as the Bluebonnet or Caldecott are not listed unless they are especially appropriate to a theme. Some books are recommended to share, some to booktalk, and others to simply display.
- Poetry, jokes, and riddles, or citations for books in which they may be found.
- Crafts, games, activities, and sources for the ideas.
- Songs, songbooks, fingerplays, rhymes, musical recordings, and sources are cited.
- Films and videos.
- Web Sites.
- CD-ROMs.

Activities and materials are for toddlers through young teens, families, and large groups. Ideas center around the following themes, which may be used as weekly themes or program names:

- **Creation Station** - Thinking, creating, and inventing are vital to the world's future and are explored within this theme. For toddlers and preschoolers, programs focus on simple expressions of creativity that young children

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enjoy. Programs for elementary and teenage children invite them to learn about inventors and inventions, art and artists, ideas, and to think about what they themselves might create.

- **Investigate the Past** – This theme explores our history and our roots.
- **Explore the Present** – This theme explores where we are now.
- **Invent the Future** – Programs on this theme explore what the world will be like in life beyond the year 2000.
- **Virtually Real** - Computers, virtual reality, the Internet, and other technology advances are the topics included in this theme. You may wish to present some of the programs for older children using the recommended web sites, or distribute handouts of the web sites.
- **Cool Careers** – This theme explores careers the future might hold for today's teens.

Here are some other themes that could be used as starting points for technology-related programs:

- Computer Follies (funny stories)
- E-mail and Me
- Mousetracks
- Information Speedway
- Digital Deputies
- Geeks and Gadgets
- Tech Wars
- Virtual Voyage

There are many books and other materials relating to each topic. These chapters are not exhaustive lists - we were selective due to space restrictions. Everything we included had a claim on extending the theme. We hope you enjoy our selections and find materials that work for you!

Displays and Decorations

Some of the programs include ideas for decorations and displays. Here are some general ideas related to the theme, "Invent the Future – READ!"

- Use die cut shapes available from companies such as Ellison or Accucut to create bulletin boards reflecting the theme. Ellison has a bridge, a father time, and a baby that would make a "Bridge to the Future" design. Ellison also has calendar, hourglass, and watch shapes available. Contact Ellison at <www.ellison.com> or 25862 Commercentre Drive, Lake Forest, CA 92630-8804, 800-253-2240.
- Accucut has eight sets available for summer reading displays. These sets have themes such as "Picture the World through Books" and "Unlock the Keys to Reading." Contact Accucut

at <www.accucut.com> or PO Box 1053, Fremont, NE, 68026-1053, 800-288-1670.

- Demco has a thematic kit called "Catch the Millennium Fever" which includes bookmarks, posters, buttons, bookbags, and reading certificates. Visit the Demco web site at <www.demco.com> for a free catalog, or contact them at 800-356-1200.
- The Library of Congress has printed a bicentennial tool kit called "Celebrating Libraries, Creativity, Liberty" which includes library history, activity idea, a poster, and a guide to the LC collections. This would make an interesting display along with books related to the collections (African American History and Culture, Architecture, Baseball, Conflict, Documents from Early America, Entertainment, etc.) Obtain a kit from their web site at <www.loc.gov> or by writing to them at Reading Promotions Projects, The Center for the Book, Library of Congress, 101 Independence Avenue, SE, Washington, DC, 20540-4920.

Clip Art

The clip art included at the back of this manual may be used for crafts, programs, or to decorate your library. Make mobiles with the clip art using sturdy paper plates. Punch holes around the edge with a hole punch and use yarn or string to attach the clip art. Enlarge or reduce the art depending on your needs. Cut out the patterns and color them.

Clip art can also be used for:

- Bulletin Board Decorations
- Tabletop Decorations
- Program "Favors"
- Take Home Coloring Sheets
- Refrigerator Magnets (Copy, color and laminate. Buy a roll of magnetic tape from craft a supply store and glue to the back of the clip art.)
- Ceiling, window, or door decorations.

Road Trip! Taking Reading Programs Out of the Library

Create or expand outreach programs and deposit collections by encouraging as many children as possible to use the resources of the local public library for educational and recreational purposes.

The following definition of outreach services to youth is from *Information is Empowering: Developing Public Library Services for Youth at Risk* by Stan Weisner (1992):

> "A strategy for making library services more accessible using publicity, off-site service delivery, and the development of library linkages and coalitions with community based organizations."

Take the Texas Reading Club to as many children as possible in underserved groups such as those who are financially limited or without transportation. For instance, children in childcare centers might not have access through their providers. In order to reach them we must bring our resources and programs to them.

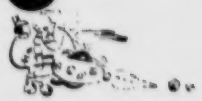
Community outreach involves taking library materials, programs, and services out of their traditional setting and placing them directly in the community. This idea is not new, but it is becoming increasingly important as public library visits dwindle. With the advent of the Internet, librarians must become acquainted with creative, nontraditional methods of reaching underserved children. It makes good sense to collaborate and partner with existing children's and family services at locations in your community. Public libraries have designed many different types of outreach programs. Outreach programs used across the US include:

- The "America Reads Challenge" Program
- Bookmobiles
- Books by Mail
- Dial-a-Story Programs
- Fairs, Festivals, and Other Cultural Activities
- Readathons, Guest Readers, and Storytellers
- Informational Kits for Loan
- Library Home Pages on the Web
- Puppet Shows, Storytimes, Crafts, and Booktalks
- Radio, Cable, or Television Shows
- Satellite Reading Clubs
- Storytime Kits for Loan
- Deposit or Rotating Book Collections.

The graphic materials included with the Texas Reading Club manual lend themselves well to enhancing publicity for outreach programming. Children enjoy taking these materials home, and whether they receive them at the library or the grocery store, the emphasis is on the importance of libraries and reading.

Sites for conducting library outreach programs include:

- Apartment Complexes and Low Income Housing
- Bookstores
- Camps
- Churches, Schools, and Child Care Centers
- Children's Institutions
- Residential Agencies and Homeless Shelters
- Community/National Youth Organizations (Scouts, 4-H, etc.)
- Crisis Centers
- Cultural Events
- Health Centers, Hospitals, and Doctors Offices



- Museums, Parks, and Nature Centers
- Recreation Centers and Youth Centers
- Restaurants, Grocery Stores, and Other Businesses

Outreach programs take time and effort. Patience and a long-term point of view are essential. Accept even the smallest success and don't give up! You may find that your circulation and reading club participation increase dramatically!

Professional Resources for Storytelling

Storytelling is an ideal outreach program that encourages children to read while opening the door to literature. Storytelling can also be a very rewarding activity for the presenter. Many styles of storytelling may be shared, including:

- Traditional Oral Storytelling
- Cut and Tell Stories
- Origami Stories
- Tell and Draw Stories
- Felt/Flannel/Velcro stories
- Participation Stories
- Storytelling Games and Round Robin Storytelling
- String Stories and Stories with Props or Puppets
- Handkerchief Stories
- Jokes, Riddles, and Tongue Twisters
- Poetry, Songs, Chants and Rhymes.

You will find many excellent stories in the following resources.

Drawing Stories:

Harold and the Purple Crayon by Crockett Johnson.

Tell and Draw Stories by Margaret Oldfield. (Also, *More Tell and Draw Stories* and *Lots More Tell and Draw Stories*.)

The Storyvine by Anne Pellowski.

Chalk in Hand: The Draw and Tell Book by Phillis Noe Pflomm.

Draw and Tell by Richard Thompson.

Frog's Riddle and Other Draw and Tell Stories by Richard Thompson.

Paper Folding or Cutting Stories:

Folding Stories: Storytelling and Origami Together as One by Christine Kallevig.

Mystery-Fold: Stories to Tell, Draw, and Fold by Valerie Marsh.

Scissor-Tales for Any Day by Jan Philpot.

Cut and Tell: Scissor Stories for Fall by Jean Warren.

Cut and Tell: Scissor Stories for Spring by Jean Warren.

Cut and Tell: Scissor Stories for Winter by Jean Warren.

Other Storytelling Resources:

Storytelling Games by Doug Lipman.

Beyond Words: Great Stories for Hand and Voice by Valerie Marsh.

Joining In: An Anthology of Audience Participation Stories and How to Tell Them by Teresa Miller.

Twenty Tellable Tales: Audience Participation Folktales for the Beginning Storyteller by Margaret Read MacDonald.

Suggestions for Conducting Craft Programs

Craft programs are usually very successful in attracting children to your library. They can be difficult to prepare and present, especially if a large or undetermined number of children will attend. Acquiring materials and supplies may be a challenge, and there may be uncertainty about whether or not there will be enough room. If you have the space and the resources, however, you will find them very rewarding. The following suggestions have helped our craft programs work smoothly.

- Toddlers and preschoolers are rarely proficient with scissors. Precut all pieces, or stick to activities that require only coloring and gluing.
- It is often helpful to let the children do crafts on tables covered with butcher paper or newspaper. This makes clean up easy. Just roll up the paper with all discarded materials inside.
- Lay out required materials for each craft in advance. Set the right number of pieces, glue, tape, etc., at each place a child will sit or stand.
- If you have a short program, let the children stand at tables and do not provide chairs. Most library tables are the right height for standing children, and an absence of chairs encourages them to complete the craft in the allotted amount of time.
- Make photocopies of any written direction or diagrams. Post these at each place, or tape them to bookends and put them in the center of the table facing each side.

Always do the craft in advance to make sure it works and to provide an example. Place one finished craft on each table or post one in a prominent area of the room.

INVENT THE FUTURE! READ!
MARKETING,
COOPERATION,
& PR

Marketing, Cooperation, and PR

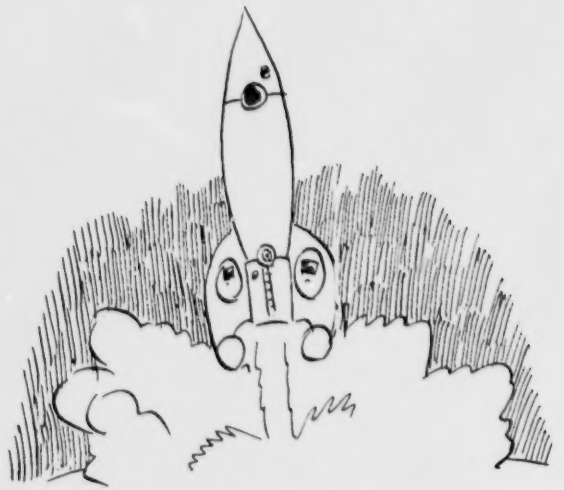
Marketing your programs is almost as important as the planning process. Children won't attend even the most wonderful programs unless they are aware of them. Develop a media kit for your reading club programs and related activities that provides information about the events and includes:

- Press releases
- A schedule of events
- A feature story about the reading club
- PSA tags (Public Service Announcements)
- Letters for newspapers, schools, city officials about the events.

Tips on Writing Publicity Releases

- Double-space all releases.
- Limit it to one page.
- Write short, concise paragraphs that include all essential information: who, what, where, when, why, and how.
- Do not assume the reader knows anything about the library. Include library hours, phone number, and location.
- Attach a Texas Reading Club flyer to your news release.

For more information about publicity, please read *Marketing the Texas Reading Club*, which is available from the Texas State Library.



Sample Public Service Announcement

INVENT THE FUTURE - READ!

Public Service Announcement

For further information, please contact:

Name/Title:_____

Organization:_____

Phone Number:_____

Audience: Children and Families

Start: _____
(Date)

End: _____
(Date)

Come and join the Future at the _____ Library this summer. Discover what's virtually real, check out cool careers, spend a day in cyberspace, investigate the past, explore the present, and invent the future! The Texas Reading Club begins on_____.
(Date)

We'll see you at the library!

For more information please call_____.

More Suggestions for Advertising the Reading Club

Here are some additional suggestions for advertising the Texas Reading Club.

- ✔Ask local restaurants to use paper place mats with the reading club theme imprinted on them.
- ✔Ask local grocery stores to use sacks with advertising on them. A local printer might donate the printing of these or other reading club materials.
- ✔Billboards, bus billboard advertising, and free bus rides for children presenting library cards.
- ✔Use posters, bookmarks, and flyers to publicize your program. Distribute them in day care centers, schools, banks, YMCA's, churches, restaurants, grocery stores, and other places children and their parents might see them. Adapt these to fit your needs.

Cooperation with Schools

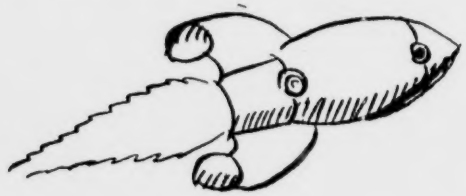
An important way to publicize the reading club is through school visits. Schools and teachers are natural allies in encouraging children to read during the summer. Cooperate with them in any way possible.

School Visits

Call or write your school district's administrative office in February or March and ask permission to promote your library's summer reading programs. Then call principals, teachers, or school librarians in March or April and schedule the visits for late April or early May. Schools are happy to have librarians visit in the last weeks of school after TAAS tests are complete.

Make your visits entertaining. Dress up like a camper and carry a backpack full of riddles, jokes, and stories related to the theme. Dress up like an astronaut and carry your materials in a "space sack." Tell the students about the Texas Reading Club, entertain them with stories, songs, puppet plays, or music, according to your talents. Promote your library's programs and leave a poster with the date on which your reading club begins written on it as a reminder. Ask the school librarian to display it in a prominent spot.

Take bookmarks, posters, and program flyers with you. If possible, print enough bookmarks with your summer program dates and library hours so that one may be given to each child. Some schools will even include reading club flyers in end of the year report cards.



Sample Letter to Schools

Dear Teachers and Administrators,

The_____ Library, in cooperation with the Texas State Library and Archives Commission, is pleased to announce the 2000 Texas Reading Club. The theme is Invent the Future - READ!

The purpose of the Texas Reading Club is to promote reading, to stimulate curiosity, and to attract children to the library. The emphasis is on having fun with books, and helping children retain valuable reading skills during their summer vacations. The Texas Reading Club is a self-paced reading program in which children keep track of the books they read. Children may register at the Library beginning on___.

(Date)

Many activities are also planned at the library to highlight this year's theme. May we have your help in encouraging students to visit the public library this summer and sign up for the Texas Reading Club? A staff member from our library would be happy to visit the elementary and middle schools in your district in May to tell the children about the reading club and about the other children's programs at the library this summer. I look forward to hearing from you!

Sincerely,

_____

(Your Name)

_____

(Your Title)

Sample Letter to Parents and Guardians

Dear Parent or Guardian,

To encourage your child to read this summer, the _____ Library is sponsoring the 2000 Texas Reading Club. The theme for this club is Invent the Future - READ!and the library will offer many activities that promote reading and fun. These programs will begin on _____ and end _____.
(Date) (Date)

Contact the library at _____ for a schedule of the planned activities.
(Phone Number)

Encourage your child to participate in the Texas Reading Club! By doing so you will help your child retain hard-earned reading skills acquired during the school year. The library has books, cassettes, and videos available for check out. Your family can explore the darkest jungles and the highest mountains with an inexpensive trip to the library! And your library card is free!

See you at the library!

Sincerely,

_____
(Your Name)

_____
(Your Title)

Sample Letter to Preschool/Daycare Center

Dear Preschool/Daycare Center Staff,

The _____ Library is pleased to announce "Invent the Future – READ!" This is the theme of the 2000 Texas Reading Club. Preschool children can participate and receive awards by joining the Read to Me Club and listening to books. Children who read can join the Texas Reading Club and receive prizes for the number of the books read or the amount of time spent reading. The___ Library also provides special programs just for

daycare centers. Please call the library at_____to register for the Texas Reading Club, for information on our special daycare programs, and for a complete schedule of daycare events at the library.

In addition, please contact the library for information about a library card for your school or daycare, audiovisual materials for checkout, and activities, games, and arts and crafts that build reading skills and the enjoyment of reading.

We look forward to making your school's participation in the Texas Reading Club an entertaining and educational experience and hope to see you at the library soon!

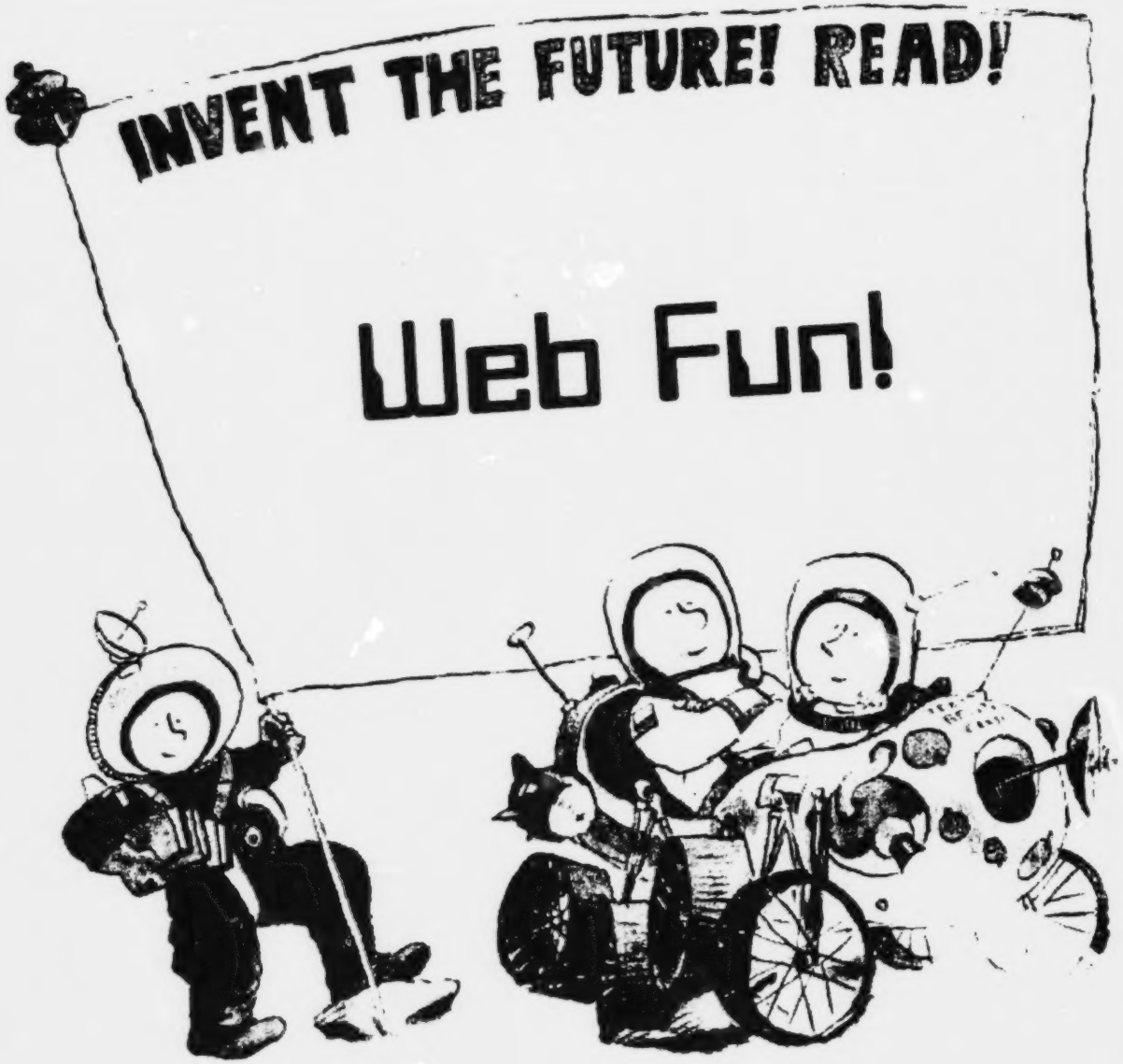
Sincerely,

_____

(Your Name)

_____

(Your Title)


INVENT THE FUTURE! READ!
Web Fun!

Web Fun!

Use these web sites as starting points for programs, for handouts to give to children for independent exploration, or add them to your library's home page.

Travel to the Past

Hieroglyphic Alphabet
<www.rom.on.ca/egypt/hiero/hiero.html>

Time
<www.cbc4Kids.ca/regular/time/default.html>

Castles on the Web
<www.castlesontheweb.com/search/Castle_Kids/>

The UnMuseum - Seven Wonders of the Ancient World
<unmuseum.mus.pa.us/wonders.htm>

Mysteries of Lost Civilizations - The Ancient Land of Mesopotamia
<www.tcfg.com/feb99/nplinks1.html>

Egyptian Coloring Sheet
<www.clemusart.com/archive/pharoah/rosetta/coloring/index.html>

Mayan Game
<www.halfmoon.org/bul.html>

Make a Mummy
<www.rom.on.ca/egypt/mummy/mum1.html>

Travel to the Future

The Jetsons
<www.cybercomm.nl/~ivo/>

Get A Grip On Robotics
<www.thetech.org/exhibits_events/online/robots/teaser/>

Travel through Space

Students For the Exploration and Development of Space
<www.seds.ca/>

Kid Space - Canadian Space Agency
<www.space.gc.ca/Kidspace/index.html>

Neurolab Mission - Canadian Space Agency
<www.space.gc.ca/Missior/sts90/Eng/kids/1.htm>

NASA Human Spaceflight
<www.spaceflight.nasa.gov/index-n.html>

Cape Canaveral Air Station Virtual Tour
<www.inficad.com/~robsv/CCASVT/ccasvt.html>

The Space Place
<http://spaceplace.jpl.nasa.gov/spacepl.htm>

StarChild - A Learning Center for Young Astronomers
<starchild.gsfc.nasa.gov/docs/StarChild/StarChild. html>

Millennium Links

Youth and the Millennium
<www.millennium.gc.ca/youth_e.html>

The Millennium
<www.cbc4Kids.ca/general/time/millennium/default.html>

The Year 2000 in other Cultures
<www.billennium.com/b/bcg.htm>

Explorers of the Millennium
<tgjunior.advanced.org/4034/>

Sunflower Project
<www.year2000Kids.org/>

Millennium Adventure
<www.millenniumadventure.com/>

Worldwide Observatory of the Year 2000
<www.tour-eiffel.fr/teiffel/an2000_uk/>

CBC4Kids Time Capsule
<www.cbc4Kids.ca/general/time/millennium/time_capsule.html>

You Be the Historian
<www.si.edu/nmah/notkid/ubh/00intro.htm>

World Peace
<www.worldpeace2000.com/>

Time Travel

Archaeological Adventure
<http://tqd.advanced.org/3011/>

The Time Machine - A Time Machine Story
<hal9000.wsd1.winnipeg.mb.ca/riverview/students/stories/stor_ag.html>

Blast to the past in the EduNET Time Machine
<www.baxter net/edunet/cat/timemachine/index.html>

The Time Machine
<www.iumj.indiana.edu/Cyber4/tava11.htm>

The Amazing Magnificent Colossal Cruise Through Time and History
<http://library.advanced.org/2834/>

A Walk through Time
<http://physics.nist.gov/GenInt/Time/time.html>

Music

Classical Composers Database
<http://utopia.knoware.nl/users/jsmeets/index.html>

Classical Insites
<www.classicalinsites.com/>

The Classical Music Department of the WWW Virtual Library
<www.gprep.pvt.k12.md.us/classical/>

The Classical Music Pages
<http://w3.rz-berlin.mpg.de/cmp/>

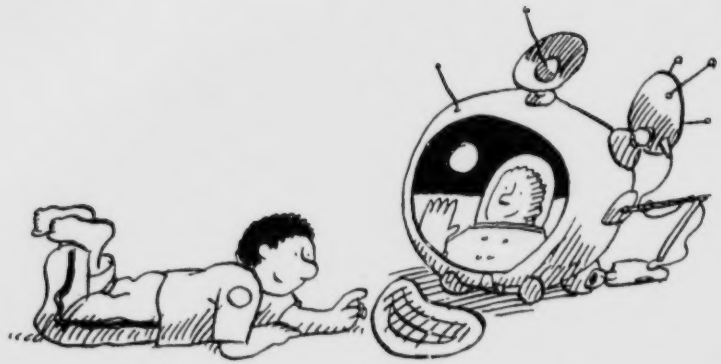
Save the Future, Save the Earth

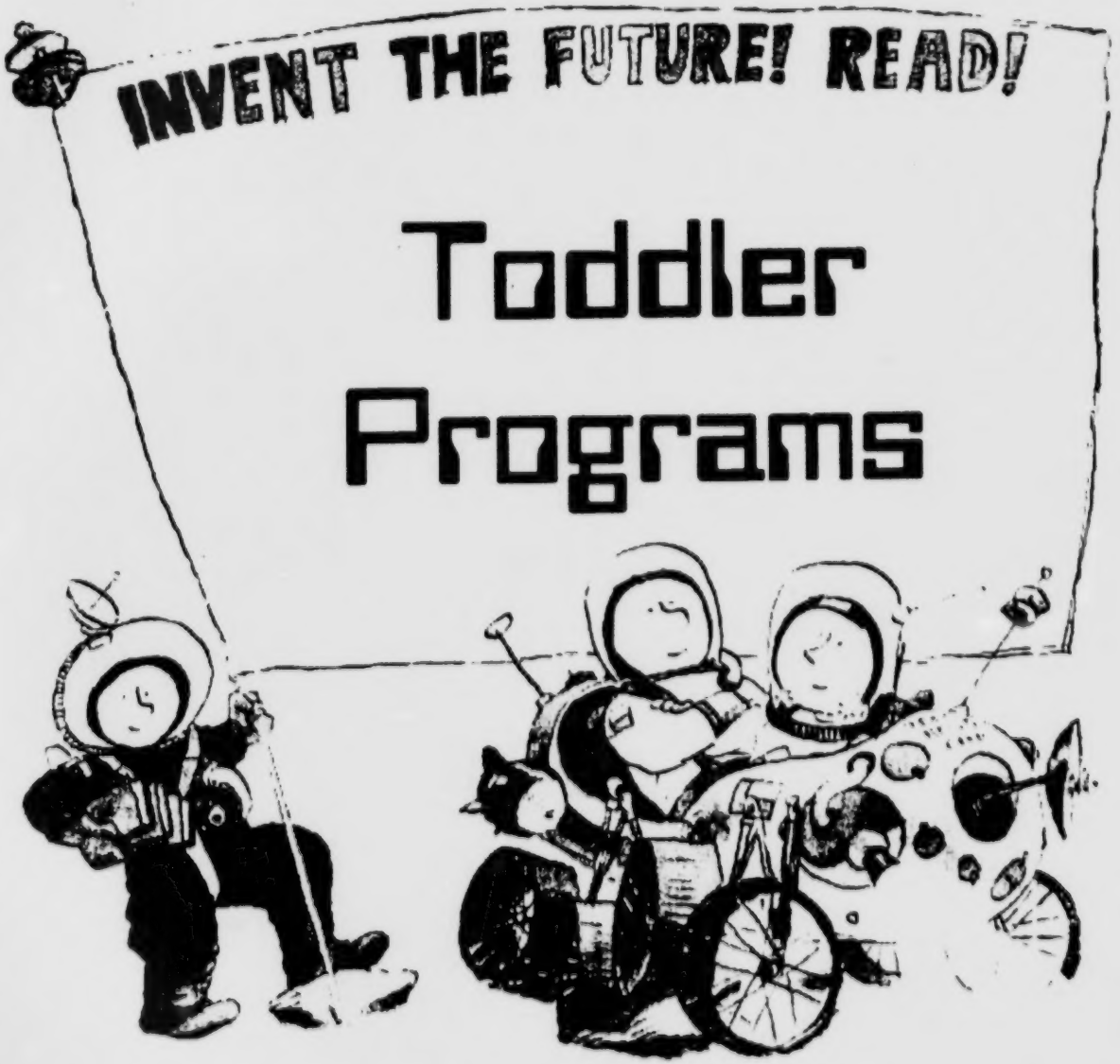
Earth Day
<http://earthday.wilderness.org/>

The Earth Day Groceries Project
<www.earthdaybags.org/>

Earth Day Online
<www.envirolink.org/earthday/index.html>

Everyday Ways You Can Help Clean Up the Earth
<www.econet.apc.org/edayforum/ways.html>




INVENT THE FUTURE! READ!
Toddler
Programs

TODDLER PROGRAMS

CREATION STATION

CREATE SOUNDS AND MOVEMENT

Books to Share: 🕮

I Can Roar by Frank Asch.
Let's Make a Noise by Amy McDonald.
My Hands Can by Jean Holzentahler.
Rhinos Who Surf by Julie Mammano.
Soft and Noisy by Judy Hindley.
Window Music by Anastasia Suen.

Rhyme:

HELLO/HOLA

Hello, hello,
Hello and how are you.
I'm fine, I'm fine,
And I hope that you are too.
Hola, hola,
Hola y como estas,
Estoy bien, estoy bien.
Espera que tu tambien.

Songs: ♪

WE ALL CLAP HANDS

(Sung to the tune of "The Bear Went Over the Mountain")

We all clap hands together,
We all clap hands together,
We all clap hands together,
As children like to do.

Additional verses:

Replace "clap hands" with "stand up," "snap fingers," and "stamp feet."

DANCE, THUMBKIN, DANCE

(Traditional song and finger play)

Dance, Thumbkin, dance!
Thumbkin can not dance alone,
So dance, merry men, ev'ry one.
And dance, Thumbkin, dance!

Additional verses:

Replace "Thumbkin" with "Foreman," Middleman," "Ringman," and "Littleman."

Body Do-Re-Me

(Sing Do-Re-Me, substituting body parts for the regular sounds. Point to each body part as you sing.)

Do-toe	So-elbow
Re-leg	La-jaw
Me-knee	Te-teeth
Fa-arm	Do-nose

Hokey Pokey

On *Dancin' Magic* by Joanie Bartels. (Use with *Hokey Pokey* by Sheila Hamanaka.)

Activities:

Percussion Instrument Guessing Game

Place percussion instruments in a box. Play each one without letting the children see it. Ask them to guess what it might be and then show it to them. Play it again and let them repeat the name of the instrument.

Streamer Dance

Prepare colorful streamers from tissue paper and give some to each child. Put on your favorite music and let them march and dance while waving the streamers.

Create a Clatter and a Mess

Books to Share:

Pots and Pans by Patricia Hubbel.

A Rainy Day by Sandra Markle.

The Saucepan Game by Jan Omerod.

Tom and Pippo Make a Mess by Helen Oxenbury.

Mud by May Lyn Ray.

(Share this story with background music of "Twilight" and "Savanna Dance" from the *Deep Forest* CD.)

Fingerplay:

Thunder

(Use a rain stick and a cloud made from black construction paper covered with cotton balls and backed with aluminum foil.)

I looked in the sky and saw a big, black cloud, (Hold up cloud)
Then I heard a rumble that was loud, loud, loud. (Shake the cloud)
My mommy says, "Don't worry about the roar, roar, roar,
It only means the rain will soon pour, pour, pour." (Shake the rain stick)

Songs: ♫

Mud, Mud, Mud is Fun

(Sung to the tune of "Row, Row, Row Your Boat")

Mud, mud, mud is fun,
Watch us stir it up.
Round and round and round and round.
Mud is fun to muck.
Mud, mud, mud is fun,
Listen to it squish.
Through our fingers, round our toes.
Get as muddy as you wish!

If You're Muddy and You Know It

If you're muddy and you know it clap your hands,
If you're muddy and you know it clap your hands.
If you're muddy and you know it then your face will surely show it.
If you're muddy and you know it clap your hands.

Additional verses:

If you're muddy and you know it stomp in a puddle...
If you're muddy and you know it wipe it off...
If you're muddy and you know it do all three...

Activities:

Pot and Pan Band

Bring a selection of pots, pans, plastic utensils, etc., and improvise a play session or rhythm band.

Crafts: ✂

Mud Puddle Game

Cut "mud puddles" out of brown construction paper and place them around the room. Let the children jump over them while singing the following song:

Puddle Skipping

(Sung to "A Tisket, A Tasket")

A puddle, a puddle,
We're hopping over puddles.
Here we go, here we go,
Come and jump with me.

Fingerpaint with Chocolate Pudding

Clean up for this very, very fun activity is just soap and water and lots of paper towels. Be sure to cover the kids, parents, and paint area with newspaper or butcher paper before beginning.

Materials:

- 1 Package of chocolate pudding for each child
- Mixing bowls
- Water

DIRECTIONS:

Follow the package directions to mix the pudding. Let the children splatter the "paint" onto construction paper. Introduce creative learning concepts as the children play. For instance, the pudding can be mud under a pink paper pig or soil under flowers.

GRUNTS, WHISTLES, AND WORDS

(Thanks to Vicki Haddon for this Program Idea)

Books to Share: 🕮

The A to Z Beastly Jamboree by Robert Bender.

Roar and More by Kimberly Knutson.

Clifford's Animal Sounds by Norman Bridwell.

Says Who? A Pop-up Book of Animal Sounds by David Carter.

Who Says Dogs Go Bow-wow? By Hank DeZetter.

Barnyard Banter by Denise Fleming.

The Cow That Went Oink by Bernard Most.

Do Monkeys Tweet? by Melanie Walsh.

Songs: ♫

"Old MacDonald."

"Had a Little Rooster" from *Hello Everybody* by Rachel Buckman.

"A Place in the Choir" from *Hug the Earth* by Tickle Toon Typhoon.

Flannel Board: ▭

Moo, Gaa, La, La, La

Make the book *Moo, Baa, La, La, La* by Sandra Boynton into a flannel board for this storytime. Also, use "Zoo Noises" or "Pet Voices" from page 168 and 74 of *Felt Board Fingerplays* by Liz and Dick Wilmes.

Craft: ✂

Roaring Cat

Create a "Roaring Big Cat" according to the directions in *Storytime Crafts* by Kathryn Totten.

Web Sites: 🖱

Animal Talk
<www.animaltalk.net/>

Dolphins
<www.divinedolphin.com/>

Investigate the Past

Dinosaurs

Books to Share:

Dinosaurs, Dinosaurs by Byron Barton.
Bones, Bones, Dinosaur Bones by Byron Barton.
Dinosaurs by Byron Barton.

Or, use your favorite dinosaur books!

Action Rhyme:

Dinosaur, Dinosaur

Dinosaur, Dinosaur, turn around,
Dinosaur, Dinosaur, touch the ground.
Dinosaur, Dinosaur, look to the sky,
Dinosaur, Dinosaur, wink one eye.
Dinosaur, Dinosaur, read the news,
Dinosaur, Dinosaur, shine your shoes.
Dinosaur, Dinosaur, play some tricks,
Dinosaur, Dinosaur, don't use sticks.
Dinosaur, Dinosaur, go to school,
Dinosaur, Dinosaur, sit on the stool.
Dinosaur, Dinosaur, buckle your shoe,
Dinosaur, Dinosaur, how old are you?
Dinosaur, Dinosaur, go up the stairs,
Dinosaur, Dinosaur, comb your hair.
Dinosaur, Dinosaur, turn out the lights,
Dinosaur, Dinosaur, say good night.

Counting Rhyme:

Dinosaur Count

Five fat funny dinosaurs letting out a roar,
One went away, and then there were four.
Four fat funny dinosaurs munching on a tree,
One went away, and then there were three.
Three fat funny dinosaurs didn't know what to do,
One went away, and then there were two.
Two fat funny dinosaurs having lots of fun,
One went away, and then there was one.
One fat funny dinosaur afraid to be a hero,
He went away, and then there were zero.

Craft Ideas:

Dinosaur Crowns

Cut sponges into shapes of Tyrannosaurus dinosaur footprints. Fold paper towels in half and place them into shallow containers. Pour a small amount of brown tempera paint on top of each towel. Give the children crowns cut out of construction paper. Let the children cover their crowns with dinosaur footprints by pressing the sponge stamps first into the paint and then onto their papers. When the paint is dry, write "Tyrannosaurus (child's name)" on the front of each crown.

EXPLORE THE PRESENT

CRAYON TALK

Books to Share: 🕮

The Crayon Box that Talked by Shane Derolf.

My Crayons Talk by Patricia Hubbard.

Harold and the Purple Crayon by Johnson Crockett.

How Is a Crayon Made? by Charles Oz.

Songs: ♪

COLORING FUN

(Flannel board patterns will be found at the back of this chapter. Sung to the tune of "Twinkle, Twinkle, Little Star.")

I know that crayons are for coloring fun,
Green for a turtle and yellow for the sun.
Orange for a pumpkin and white for snow,
A red, red apple and a bright blue bow.
A little pink pig and purple grapes,
And a yummy chocolate birthday cake!

OH CRAYONS

(To the tune of "Oh Playmate." Try this as a simple clapping game.)

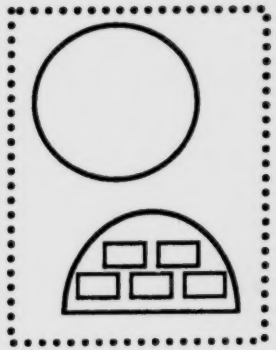
Oh crayons, I want to color with you,
I'll need some red and blue
And green and yellow, too.
Bring me some purple,
And then some orange and brown.
And I'll have lots of fun
Just playing around, round, round!

Craft: ✂

Rainbow Plates

MATERIALS FOR EACH RAINBOW:

- Paper plates
- Colored tissue paper or cellophane
- Glue
- Tape



DIRECTIONS:

Prepare rainbows made of colored tissue paper or cellophane ahead of time. Cut a large circle out of the middle of the paper plates. Let the children glue the tissue paper or cellophane over the holes on the inside of the plates. Children then can use the plates to look through and see the world as different colors.

Activity:

Color Game

(Hold up objects, puppets, or stuffed animals representing each of the colors as you sing this song to the tune of "Twinkle, Twinkle, Little Star.)

We can play a color game.
Here are the colors we can name.
Red and yellow and green and blue.
Orange and brown and purple too.
We can play a color game.
Here are the colors we can name.

Creepy Crawlies

Books to Share:

Counting (Baby Bug Pop-Up Books) by David Carter.

Colors (Baby Bug Pop-Up Books) by David Carter.

Little Critter's the Picnic by Mercer Mayer.

The Itsy Bitsy Spider by Iza Trapani.

Fingerplay:

Picnic

Let's have a picnic (rub tummy)
I'll bring the cake. (point to self)
You bring the sandwiches. (point away)
The best you can make. (clap once)
After we eat, we'll play and dance. (hold hands with neighbor and dance around)
Picnic is over! Here come the ants! (run away)

The Ants Go Marching

(Sung to the tune of "When John Comes Marching Home.")

This song can be found on *Wee Sing Silly Songs* by Pamela Conn Beall et al.

Make five copies of the stick puppet ant pattern in the back of this chapter for a flannel board for this counting song.

The ants go marching one by one
Hurrah! Hurrah!
The ants go marching one by one
Hurrah! Hurrah!
The ants go marching one by one
Watching ants is lots of fun,
So let's all go marching
One by one by one.

Additional verses:

The ants go marching two by two...Worker ants have lots to do;
The ants go marching three by three...The ants all live in a colony
The ants go marching four by four...They are marching through the door
The ants go marching five by five...Hey, it's time to say goodbye.

Songs: ♫

BUILDING ANTS

(Sung to the tune of "London Bridge is Falling Down.")

Ants are building a big hill
A big hill
A big hill
Ants are building a big hill
And they call it home.

ANTS ARE BUSY

(Sung to the tune of "Where is Thumbkin?")

The ants are busy
The ants are busy
Yes they are
Yes they are
Busy finding food
Busy building homes
Work away
Work away.

Crafts: ✂

Ladybug

Copy the ladybug pattern and glue it to red construction paper. Cut out the parts and attach the wings with a brass fastener. Let the children color it.

Fingerprint Ants

MATERIALS:

- Non toxic ink pad (black)
- Paper
- Black pen or crayon

DIRECTIONS:
Show the children how to make fingerprints on a piece of paper. Have them draw six legs, a head, and antennas onto their prints to create ants.

Ant Stick Puppet

Use the pattern at the back of this chapter to make stick puppet ants.

Draw an Ant

Copy the large ant pattern at the back of this chapter and let the children color it and draw the legs and antennae.

Cooking:

Ants in My Muffins

Add raisins to your favorite muffin mix and bake according to the instructions.

Ants on a Log

Celery spread with peanut butter makes the log; ants can be raisins or chocolate chips.

BERRY TALES

Books to Share: 🕮

It's the Bear! by Jez Alborough.

Teddy Bear's Picnic by Jimmy Kennedy.

Use your favorite bear books.

Fingerplay: ☝

FIVE LITTLE BEARS: COUNTING UP

One little bear wondering what to do
Along came another, then there were two!
Two little bears climbing up a tree
Along came another, then there were three!
Three little bears ate an apple core
Along came another, then there were four!
Four little honey bears found honey in a hive,
Along came another, then there were five.

Songs: ♫

HUG YOUR TEDDY BEAR

(Sung to the tune of "Row, Row, Row Your Boat.")

Hug, hug, hug your bear
Squeeze him very tight
Hold him high
Help him fly
Then hug with all your might.

YOU ARE MY TEDDY BEAR

(Sung to the tune of "You Are My Sunshine.")

You are my teddy bear
My only teddy bear
You make me smile dear
You are my friend
You'll never know dear
How much I like you
I'm so glad you are my
Teddy Bear

Creative Movement: 🏃

TEDDY BEARS

(Do the actions with a teddy bear.)

Pick your teddy bear up from the ground,
Then go dancing all around.
Hold him high and hold him low,
As round and round and round you go!

Substitute other words/actions for the poem, such as:

Hold him left and hold him right,
Hold him tight with all your might!
Hold him close and hold him far,
Pretend that he can drive a car!
Hold him in front and hold him in back,
Sit down with him on your lap!

Make up more verses with help from the children.

Craft:

Circle Teddy Bear

Copy the circle teddy bear pattern at the end of this chapter and cut out the pieces.

MATERIALS:

- Crayons
- Paper
- Scissors
- Glue

DIRECTIONS:

There are six sizes of circles. Let the children sort the circles into largest, large, medium, small, smaller, smallest. Younger children may require adult assistance with this task.

The largest circle is the bear's head. Glue the large circle (the muzzle) onto the head. Glue the smallest circle (the nose) onto the muzzle. Glue the eyes onto the head. Glue the medium circles (ears) onto the head and the small circles (ear middles) onto the ears. There's the bear!

Videos:

SUMMER PICNIC (30 MIN.)

INVENT THE FUTURE

SPACE RACE!

Books to Share: 🕮

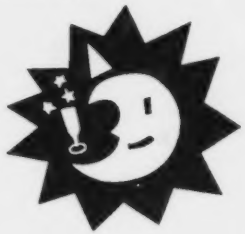
Goodnight Moon by Margaret Wise Brown.
(Read the story and prepare a flannel board re-telling or set up a *Goodnight Moon* room with all of the objects from the book included.)

Happy Birthday, Moon by Frank Asch.

I'll Catch the Moon by Nina Crews.

Me and My Place In Space by Joanne Sweeney.

What Next, Baby Bear? by Jill Murphy.



Fingerplay:

FOUR LITTLE STARS

Four little stars winking at me.
One shot off, then there were three!
Three little stars with nothing to do.
One shot off, then there were two!
Two little stars afraid of the sun.
One shot off, then there was one!
One little star alone is no fun.
It shot off, then there was none!

Songs: ♪

CLIMB ABOARD THE SPACESHIP

(Sung to the tune of "The Itsy Bitsy Spider.")

(Children bend down as they climb on board the space ship and jump into the air when they blast off!)

Climb aboard the spaceship,
We're going to the moon.
Hurry and get ready,
We're going to blast off soon.
Put on your helmets
And buckle up real tight.
Here comes the countdown,
Let's count with all our might. 10-9-8-7-6-5-4-3-2-1---BLAST OFF!!

Activities:

Starlight, Starbright

Cut out a large star and deccrate it with glitter. Hang it from the ceiling or tape it to the wall before the storytime program. Tell the children that the first star they see each night is a wishing star and that they can make a wish, and then tell them that you are going to turn out the lights. Shine a flashlight at the star and ask the children to think about something that makes them very happy. Then recite

the poem "Starlight, Starbright," and let the children and parents repeat each line after you. After the poem sing "Twinkle, Twinkle, Little Star" while the flashlight continues to illuminate your star.

STARLIGHT, STARBRIGHT

Starlight, star bright
First star I see tonight.
I wish I may, I wish I might
Have the wish I wish tonight.

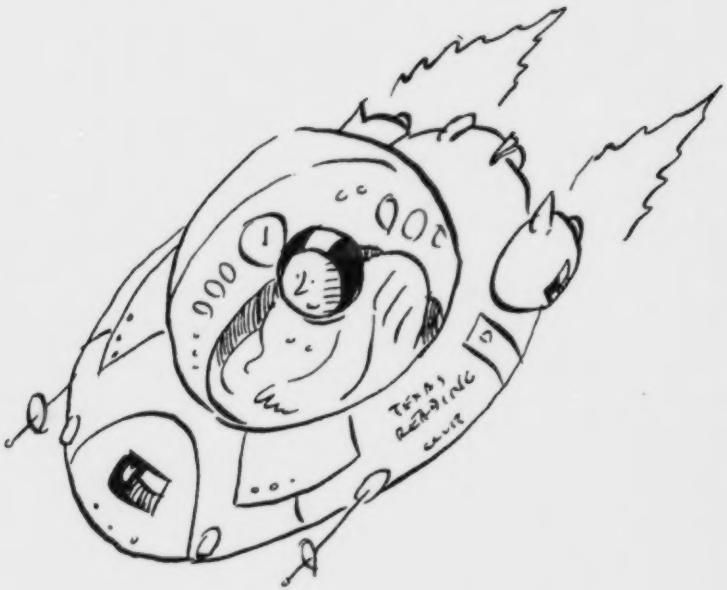
Crafts: ✂

Rocket Ship

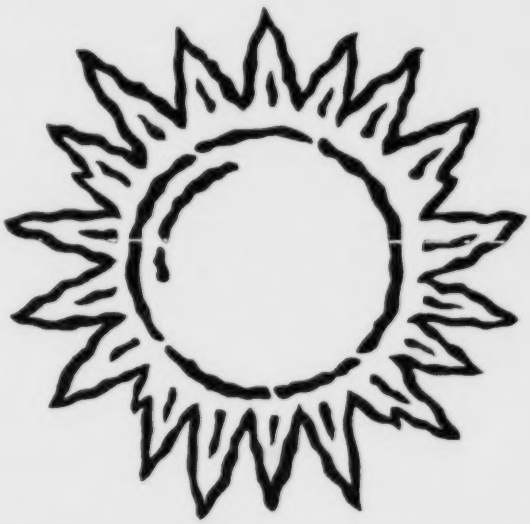
Copy the pattern at the back of this chapter and cut out all of the pieces. Let the children color the rocket ship, flags, and decal and let them glue the decal and flags onto the ship.

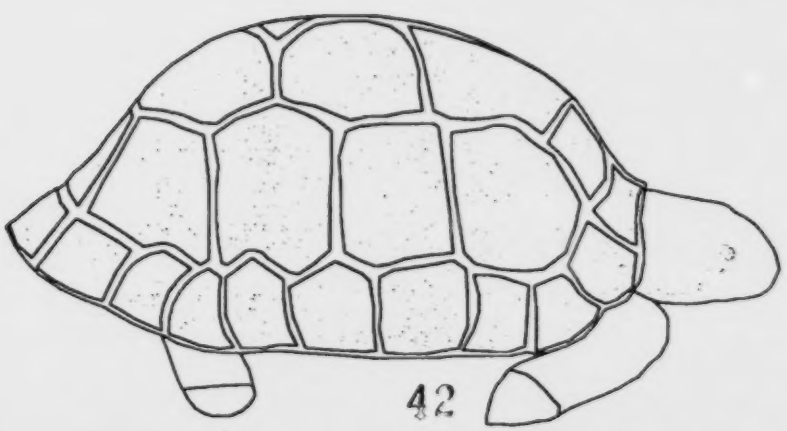
Happy Birthday, Moon Party

Decorate hats and a tablecloth, make a round yellow cake. Put Oreo cookies on the cake to represent craters. The moon is delicious!



"Coloring Fun" Flannel Board Figures





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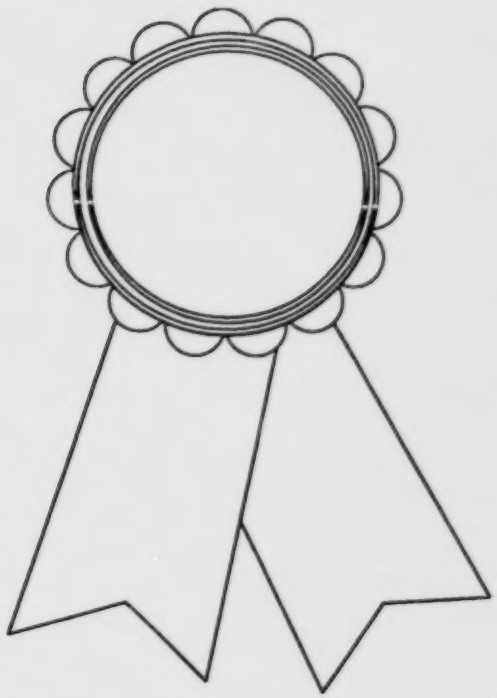
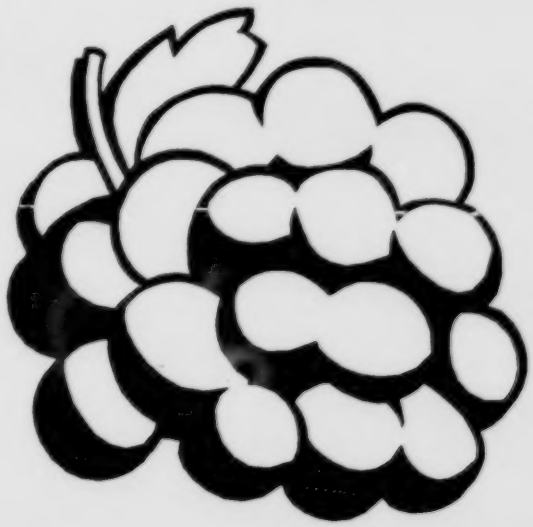
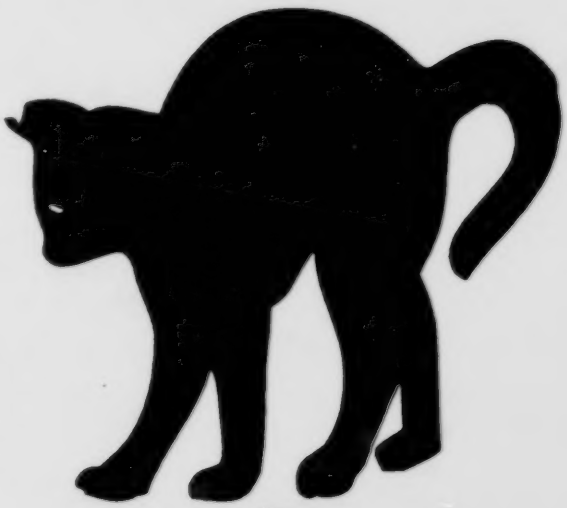
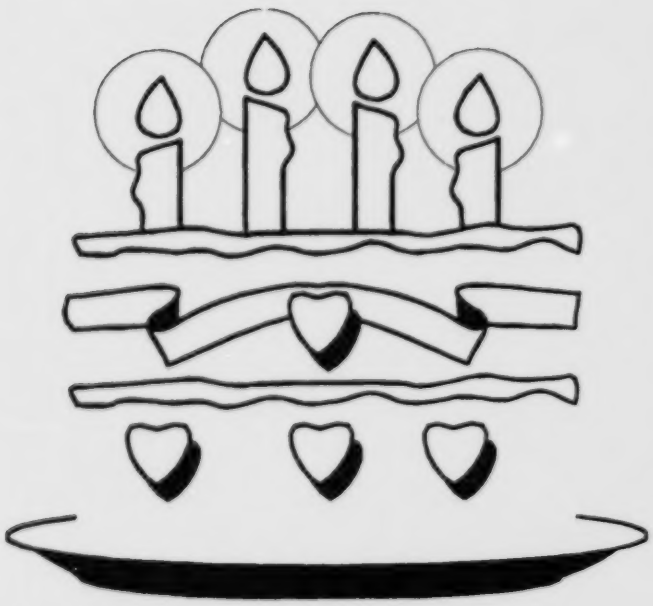
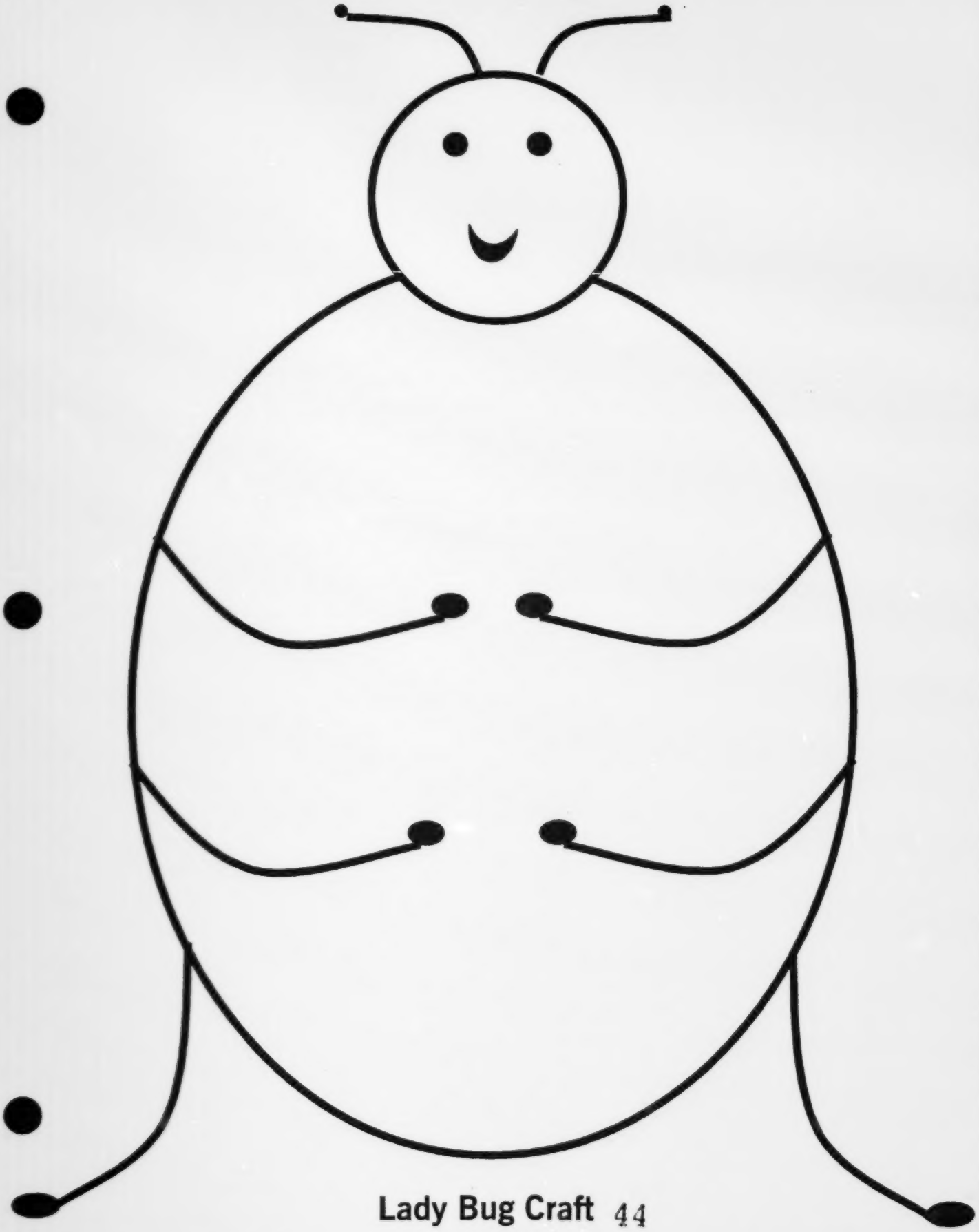
"Coloring Fun" Flannel Board Figures



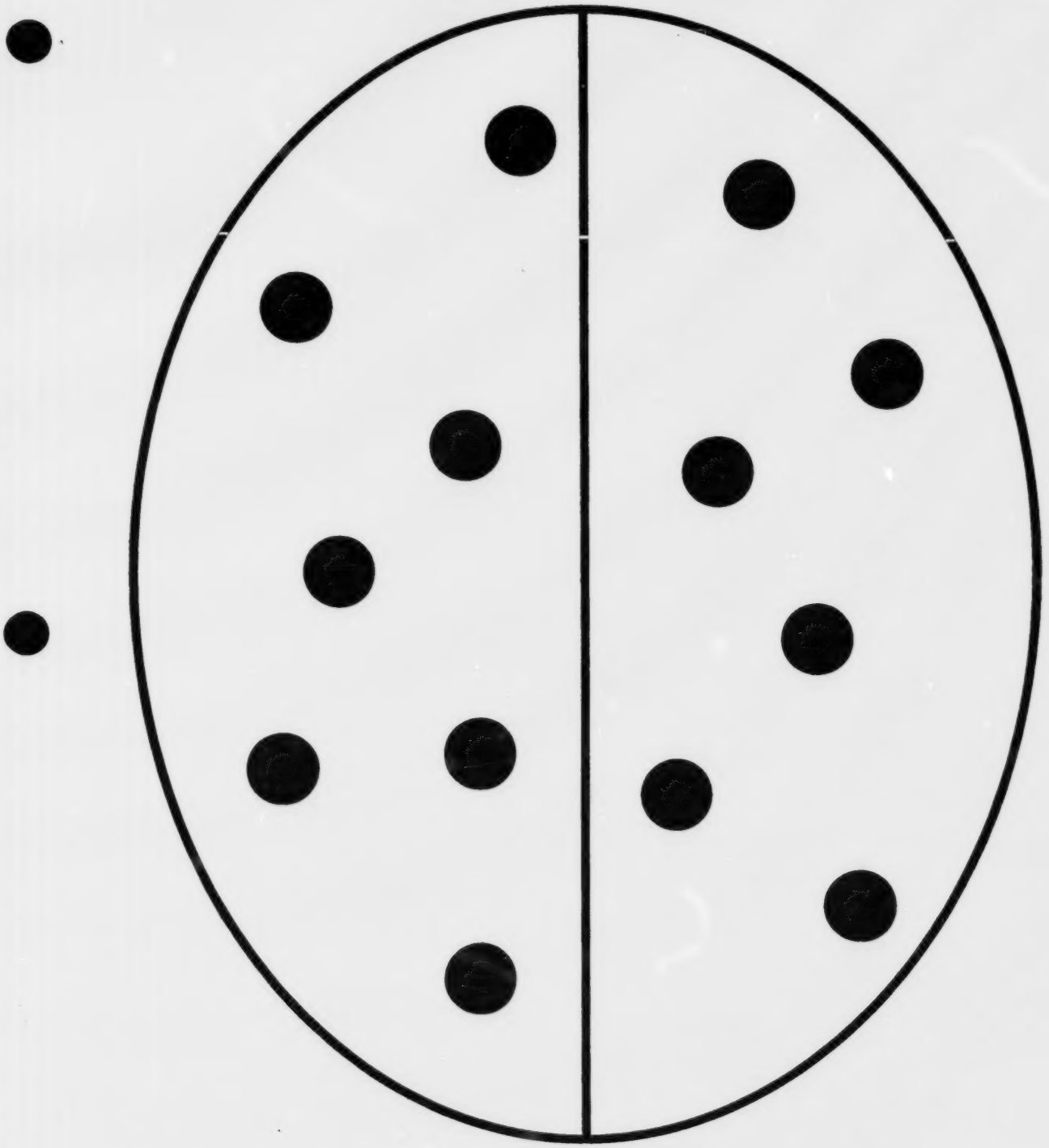








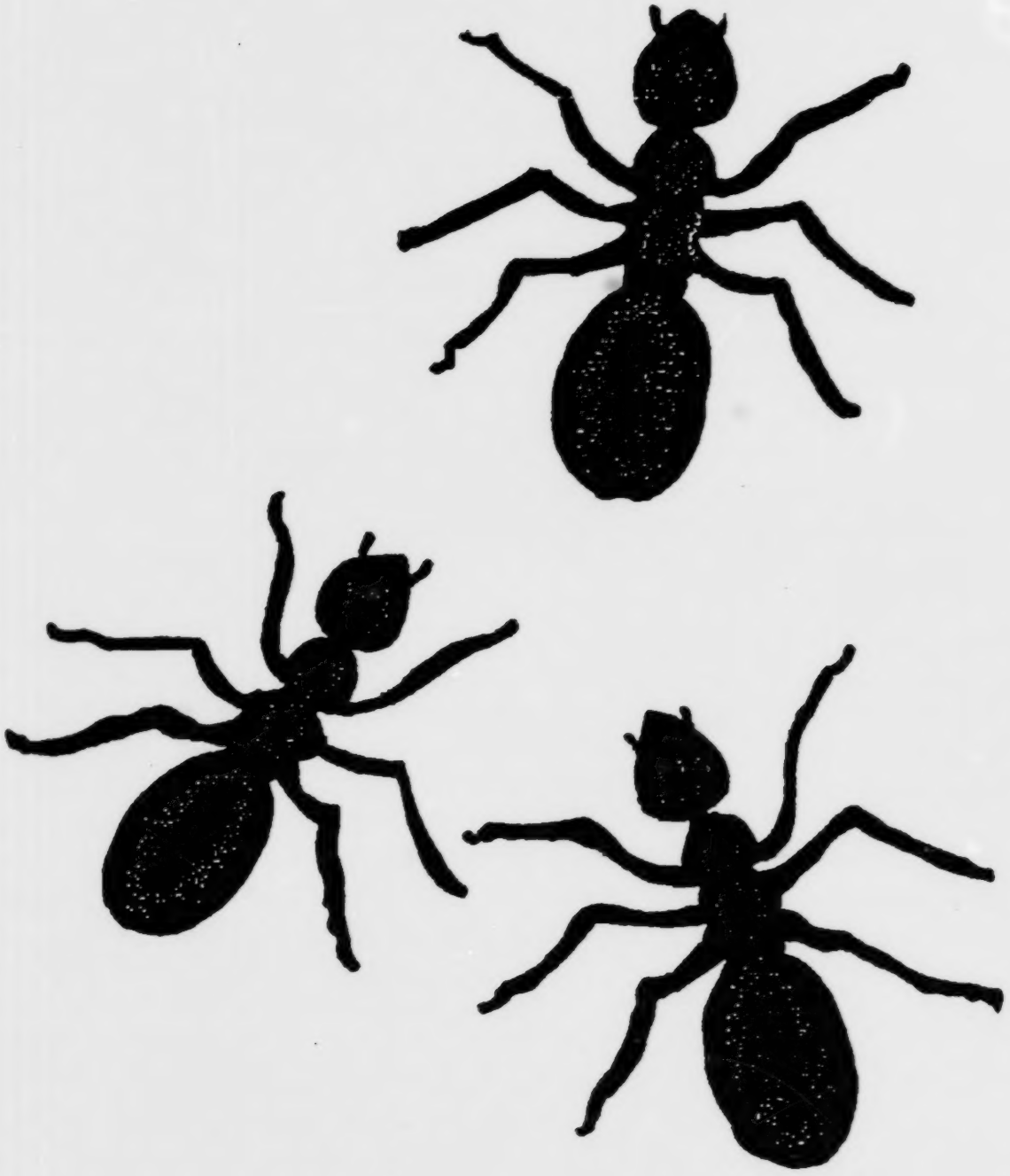
Lady Bug Craft 44

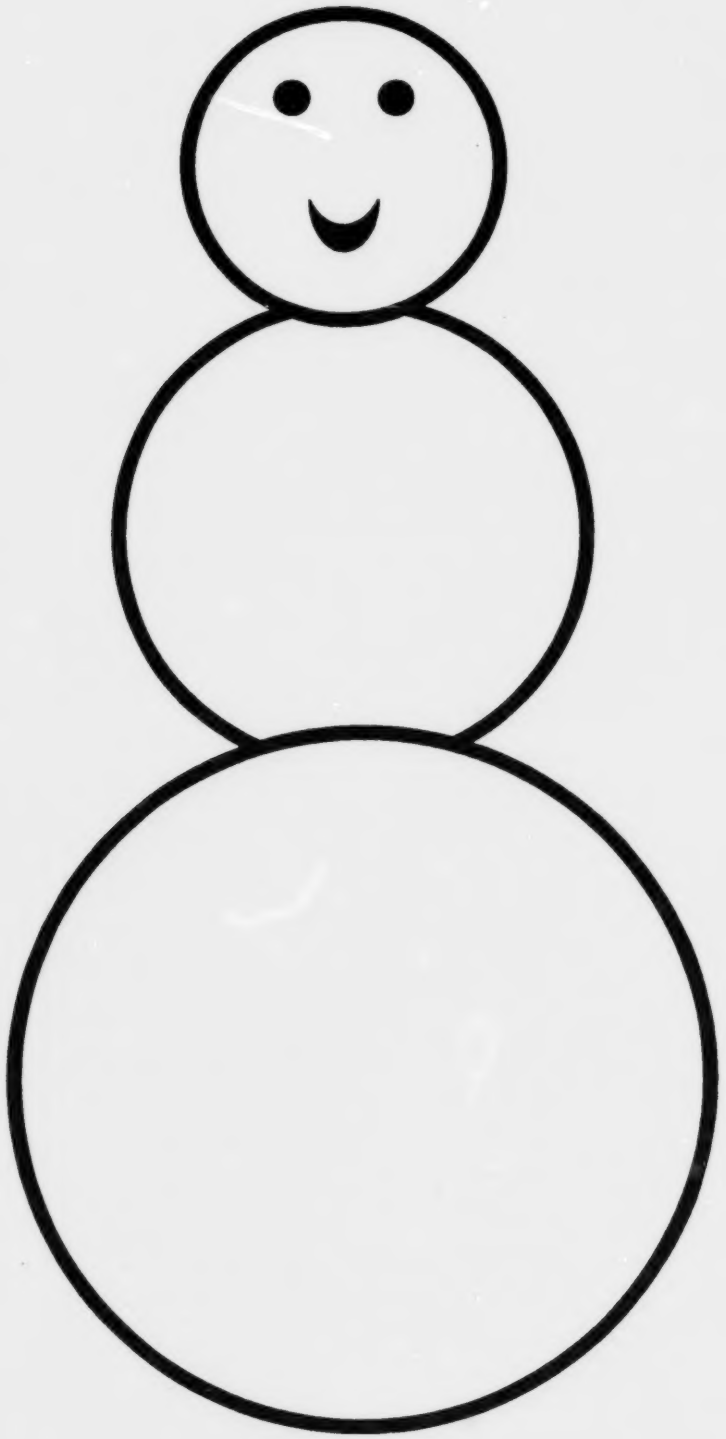


Lady Bug Craft

Ant Stick Puppets

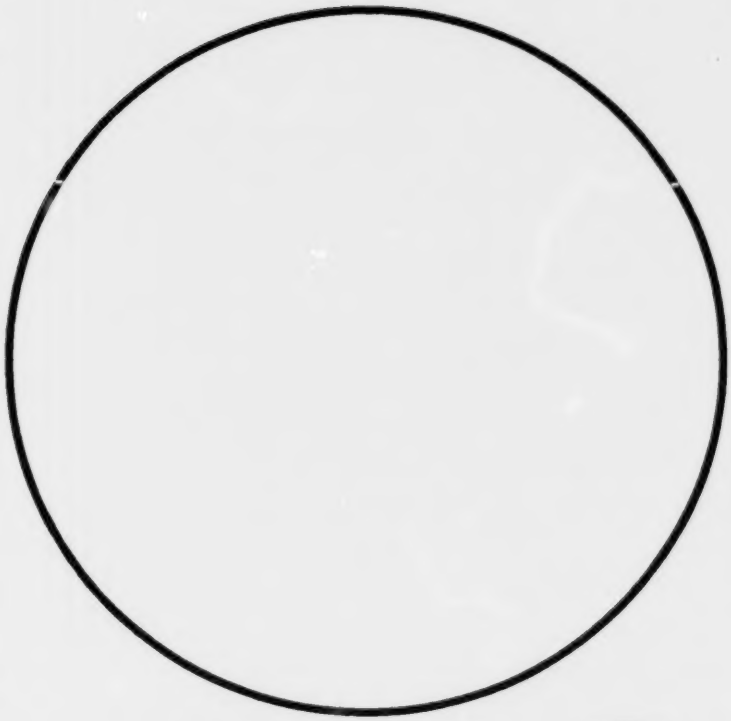
Ants for Stick Puppets

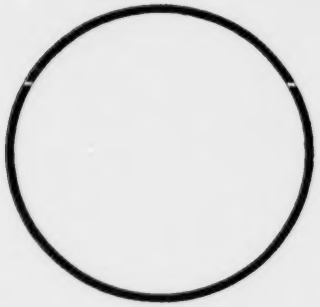


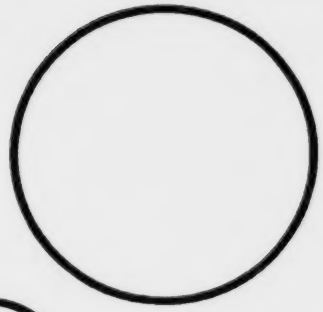


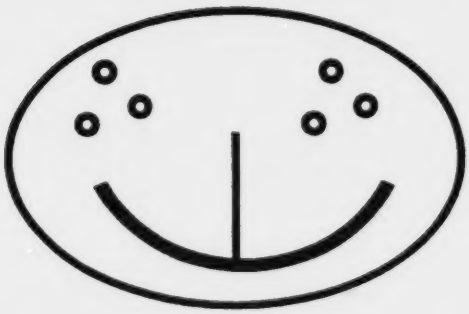
Draw an Ant

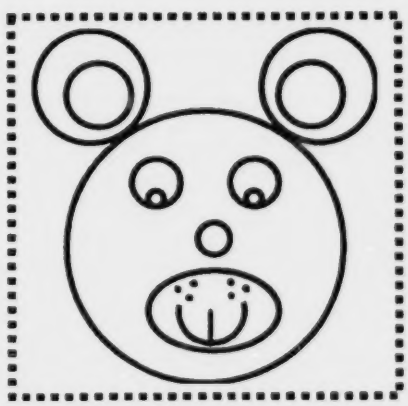
Circle Teddy Bear Craft



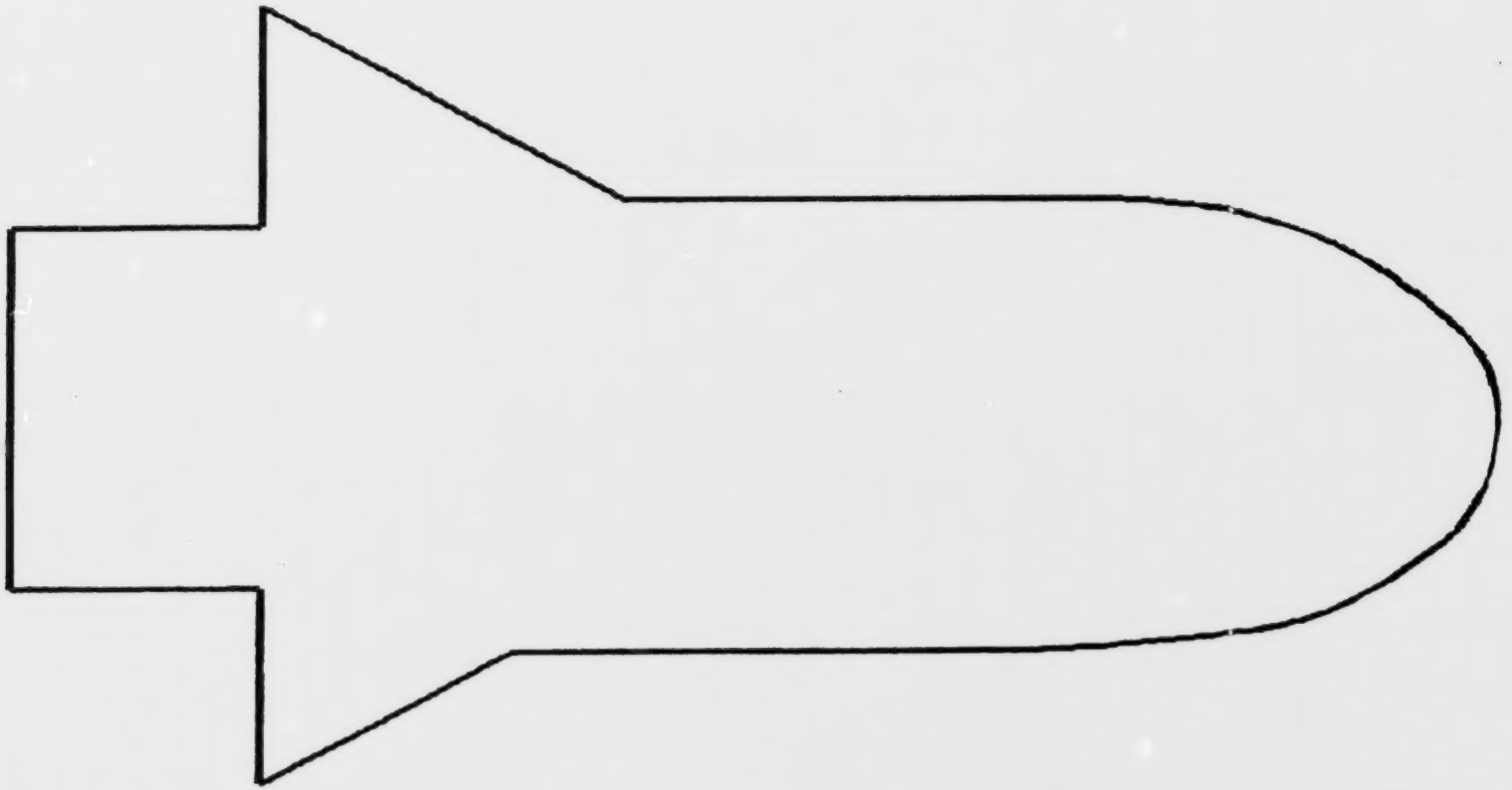




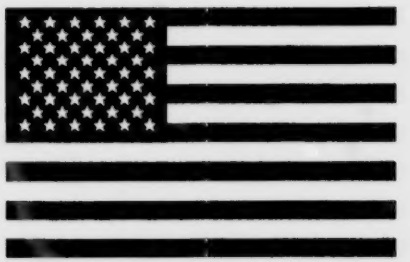




Rocket Ship Craft



NASA



INVENT THE FUTURE! READ!
Preschool
Programs

Creation Station

Hear the Music

Books to Share:

Bantam of the Opera by Mary Jane Auch.
Willie Jerome by Alice F. Duncan.
Ben's Trumpet by Rachel Isadora.
Music Over Manhatten by Mark Karlins.
The Philharmonic Gets Dressed by Karla Kuskin.
Snake Alley Band by Elizabeth Nygaard.
Orchestranimals by Vlasta Van Kampen.
The Happy Hedgehog Band by Martin Waddell.

Fingerplay:

My Body is an Instrument

My body is an instrument
And this is how it works.
I clack my tongue,
I buzz my lips,
I tap my cheeks,
I slap my hips.
I clap my hands,
I knock my knees,
I stomp my feet-
Isn't that neat?

Songs:

Do Re Mi from "The Sound of Music" by Rodgers and Hammerstein

(Try this on a xylophone – it's very easy to play!)

Doe, a deer, a female deer
Ray, a drop of golden sun
Me,a name I call myself
Far, a long, long way to run
Sew, a needle pulling thread
La, a note to follow so
Tea, a drink with jam and bread
And that will bring us back to do, oh, oh, oh
Do re mi fa so la ti do so do!

Activities:

Instrument Parade

Play percussion instruments and let the children identify them. At the end of storytime, distribute the instruments and let the children march in a parade to a lively tune such as "Day-O" on *Baby Beluga* by Raffi, or, let the children play the percussion shakers in the following craft.

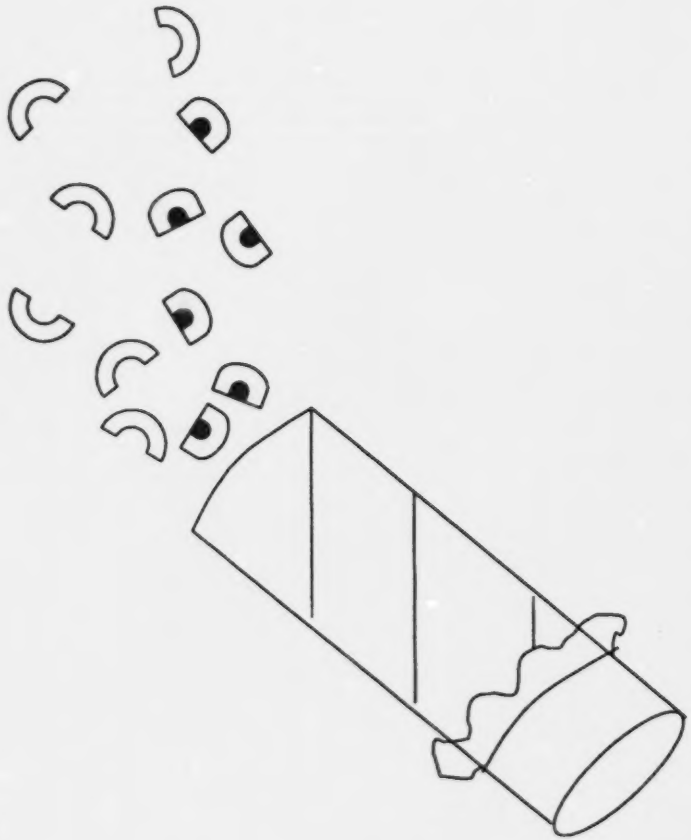
Percussion Shaker

MATERIALS:

- Toilet Paper Tubes (other sized tubes can also be used)
- 1/8 Cup of Small and Large Dried Beans (or Elbow Macaroni)
- Paper
- Masking Tape or Colored Mending Tape

DIRECTIONS:

Cut two circles out of paper a little larger than the end of your tube. Cover one end of the tube with one paper circle and bend the edges of the paper down. Securely tape the paper to the tube. (Any gaps will result in lost beans.) Insert the beans and seal the other end in the same manner. Shakers can be decorated with stickers and tape.



Investigate the Past

Dinosaurs

Books to Share:

Dinosaurs by Gail Gibbons.

Dinosaur Eggs by Frank Mosley.

Ten Little Dinosaurs by Pattie L. Schnetzl

Or, use your favorite dinosaur books!

Fingerplay:

Use the fingerplay and rhyme from the Dinosaur program in the Toddler chapter of this manual.

Craft:

Dinosaur Eggs:

Copy the pattern in the back of this chapter. Cut out the two halves of the egg and the baby dinosaur and glue them to construction paper. Cut them out again, leaving about one quarter inch of the construction paper showing around the edges. Glue the outer edges of the bottom half of the egg to a sheet of construction paper so that there is a pocket and the baby dinosaur can be slipped inside. Attach the top half of the egg to the construction paper with a brass fastener so that it opens and closes. Give each child a baby dinosaur inside of an egg to color and keep as a reminder of the program.

Web Sites:

Create-A-Saurus
<www.adventure.com/kids/dinosaurs/createasaurus/>

Dinosaur Crafts and Coloring Pages
<www.enchantedlearning.com/subjects/dinosaurs/>
<http://members.home.net/samthecat/barneyindex.html>

Videos:

Acorn The Nature Nut Volume 25: Dinosaurs Today. (24 min.)

Reading Rainbow # 6: Digging up Dinosaurs. (30 min.)

Music:

Dinosaur Rap by Melissa Caudel.

Once Upon a Dinosaur by Jane Murphy.

Dinosaur Album: A Musical Romp through the Jurassic Age by Various Artists.

CD-ROMS:

3-D Dinosaur Adventure.

Dinosaur in the Garden.

The Magic School Bus Explores in the Age of Dinosaurs.

Long, Long Ago

Books to Share:

Sam Johnson and the Blue Ribbon Quilt by Lisa Campbell Ernst.

Sweet Clara and the Freedom Quilt by Deborah Hopkinson.

The Quilt Story by Tony Johnston.

The Mountains of Quilt by Nancy Willard.

Activity:

Yankee Doodle Round

(From *Glad Rags: Stories And Activities Featuring Clothes For Children* by Jan Irving.)

Play "Yankee Doodle Round" in much the same way as you play "London Bridge." On the word "macaroni" the child under the bridge is caught and gets to wear a special Yankee Doodle style hat.

YANKEE DOODLE

Yankee Doodle come to town,
Come to town, come to town.
Yankee Doodle come to town
On your pony.
Put a feather in your cap.
In your cap, in your cap.
Put a feather in your cap:
Macaroni!

Clapping Game:

OH, PLAYMATE

(Let the children clap their hands and pat their own knees while you and the moms sing this old favorite.)

Oh, playmate, come out and play with me.
And bring your dollies three,
Climb up my apple tree.
Slide down my rain barrel,
Onto my cellar door.
And we'll be jolly friends, forever more.

Stories:

Tell classic folktales such as "Little Red Riding Hood," "Goldilocks and the Three Bears," or "The Gunny Wolf" and "Sody Salleratus" from *Twenty Tellable Tales: Audience Participation Folktales for the Beginning Storyteller* by Margaret Read MacDonald.

More Games:

Play games that children played before television and radio became popular entertainment, such as "Ring around the Rosy," "A Tisket, A Tasket."

Explore the Present

Alphabets Arts

(Thanks to Vicki Haddon for this program idea)

Books to Share:

Eating the Alphabet by Lois Ehlert.

The Butterfly Alphabet by Bloch Sandved Kjell.

26 Letters and 99 Cents by Tana Hoban.

Use any of your other favorite alphabet books!

Song:

Alphabet Song

(Sung to: "ABC Song")

A is for apple, B is for ball,
C is for candy, D is for doll.
E is for elephant, F is for frog,
G is for goose, H is for hog.
I is for Indian, J is for jam,
K is for key, L is for lamb.
M is for monkey, N is for nail,
O is for owl, P is for pail.
Q is for Queen, R is for rose,
S is for scissors, T is for toes.
U is for umbrella, V is for vase,
W is for the wind blowing in my face.
X is for x-ray, Y is for you,
Z is for zebra in the zoo.

Rhyme:

Animal Letters

A is for alligator
B is for bear
C is for caterpillar, crawling everywhere.
D is for dog
E is for eel
F is for frog, he's leaping for his meal.
G is for giraffe
H is for hare
I is for insects, flying everywhere.
J is for jaguar
K is for kangaroo
L is for lion, he's roaring at the zoo.
M is for monkey, oo-oo-oo-oo
N is for nanny goat
O is for octopus, he's swimming like a boat.
P is for pig
Q is for quail
R is for rabbit, he shakes his bushy tail.
S is for snake
T is for tiger
U is for unicorn
V is for vulture
W is for whale
X is the x-ray of the animals' tails
Y is for yak
and Z is for zebra stripes

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Crafts:

Alphabet-Soup Name Bracelet

It's fun to make name bracelets out of alphabet egg noodles. Help the children spell their names with uncooked noodles. Then cut out a small narrow strip of thin cardboard, just big enough to their names on. Let them paste the letters of their name on this strip. When the paste is dry, they can paint the whole bracelet with poster paint. Carefully poke a hole at each end of the bracelet and pass a small string through both ends. They can slip the name bracelet on their wrists and tie the two ends together.

Reproducible Alphabet Book

You will find plans for this craft at:
<www.geocities.com/Heartland/6459/actpag5.html>

Printmaking Workshop

Have a printmaking workshop using sponges and vegetables.

Let the children spell their names in pictures or make a rebus story.

Videos:

Alphabet Soup. (30 min.)

The Alphabet Game. (30 min.)

Barney's Alphabet Zoo. (30 min.)

Web Sites:

Billy Bear's Online Alphabet
<www.billybear4kids.com/games/online/alphabet/abc.htm>

Little Explorer's Online Dictionary
<www.littleexplorers.com/Dictionary.html>

Children's Television Workshop
<www.ctw.org/preschool/printme/character/0,1157,2163,00.html>

CD-ROMS:

A to Zap!

Big Bug Alphabet Book.

Dr. Seuss Preschool.

A Color Clown Comes to Town.

TAKING TIME

Books to Share:

Pigs on a Blanket by Amy Axelrod.

The Completed Hickory Dickory Dock by Jim Aylesworth.

Dear Rebecca, Winter is Here by Jean Craighead George.

Big Hand Little Hand by Judith Herbst.

Clocks and More Clocks by Pat Hutchins.

Fingerplay:

Big Old Clock

The big old clock goes tick tock, tick, tock.
(Say in a loud voice and sway side to side)
That is the sound of the big old clock.
Dong, dong, dong. *(Sway forward and back slowly)*
The middle-sized clock goes tick tock, tick tock, tick tock.
(Use a normal voice and sway a little faster from side to side)
That is the sound of the middle-sized clock.
Ding dong, ding dong, ding dong.
(Sway forward and back a little faster)
The little cuckoo clock goes tick tock, tick tock, tick tock.
(Say in a soft voice and sway side to side quickly)
That is the sound of the little cuckoo clock.
Cuckoo, cuckoo, cuckoo.
(Sway forward and back quickly)

Song:

My Grandfather's Clock

My Grandfather's clock was too large for the shelf,
So it stood ninety years on the floor;
It was taller by half than the old man himself,
Though it weighed not a pennyweight more.
It was bought on the morn of the day that he was born,
And was always his treasure and pride---
But it stopped short never to go again
When the old man died.
Ninety years without slumbering tick tock, tick tock;
His life's seconds numbering tick tock, tick tock;
It stopped short never to go again,
When the old man died.

Craft:

Grandfather Clock

Copy the Grandfather Clock pattern and attach the clock's hands with a brad. Let the preschoolers color it. Let them put wiggly eyes on the clock.

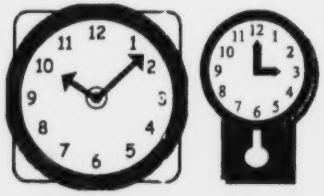
Web Sites:

Learning to Tell Time

<www.homeschoolfun.com/preschool.html>

Making Clocks

<www.teachers.nick.com/supplies/shows/blues_clues/bc102.html>



INVENT THE FUTURE

SPACE RACE!

Books to Share: 🕮

Dmitri the Astronaut by Jon Agee.
Zenon: Girl of the Twenty First Century by Marilyn Sadler.
Bertie and Gertie: Space Detectives by Antje VonStemm.

Song: ♫

SPACE ACTION

(Sung to the tune of "London Bridge is Falling Down")

The planets spin around the sun, around the sun, around the sun.
The planets spin around the sun, we live on earth!
The sun is found in the middle, in the middle, in the middle.
The sun is found in the middle, it keeps us warm!
The stars are twinkling far away, far away, far away.
The stars are twinkling far away, now make a wish.

Fingerplay:

FIVE BRAVE ASTRONAUTS

Five brave astronauts floated into space,

The first one disappeared without a trace.
The second one somersaulted past the moon.
The third one went home too soon.
The fourth one took off counting back to zero,
The fifth one landed home and was a hero.

Crafts: ✂

Spaceman

Copy the astronaut pattern with separate arms and legs onto card stock, or glue it to construction paper. Cut out each of the pieces and attach the arms and legs with brass fasteners. Let the children color their spaceman.

More Craft Ideas:

The book *Crafts for Kids Who are Wild about Outer Space* by Kathy Ross has lots of great crafts, any of which kids at your library would enjoy. The crafts use a variety of materials and have different levels of difficulty.

Activity:

Moon Walking

Place pillows all over the floor. Cover the pillows and floor with a sheet. Attach extra-large sized thick sponges to the children's feet with rubber bands to make space shoes. Let the children walk over the area. Play music and let them dance.

Virtually Real

Wacky Webs

Books to Share: 🕮

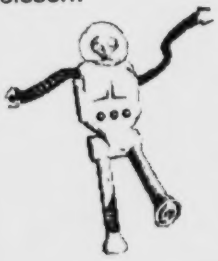
The Bernstein Bears Lost in Cyberspace by Stan Berenstain.

Willie and the World Wide Web by Steve A. Geissen.

Song: ♫

"I'm A Little Robot"

(Sung to the tune of "I'm A Little Teapot")



I'm a little robot, short and strong.
Here are my handles, just turn me on.
When I get all warmed up, watch me go,
Sometimes fast and sometimes slow.

Music: ♫

Kid's Songs About the Internet by Sara Jordan.

Jokes and Riddles: ?

Make kids laugh with snappy jokes and riddles from Genevieve Stamper's *101 Wacky Computer Jokes.*

Crafts: ✂

Create a Wacky Web Screen

Young children are fascinated with computers. Copy the computer screen pattern at the end of this chapter, cut it out, and glue it to a sheet of construction paper. Let the children draw a picture on the screen or glue the clip art at the back of this chapter onto it.

Our Mother Earth

Play "Big, Beautiful Planet" on *Rise and Shine* by Raffi and talk about the earth and how it's up to each of us to take care of it by keeping it clean and recycling.

Photocopy the mother earth puppet pattern at the end of this chapter. Let the children color all of the pieces. They can then glue the facial features, hair, arms, and legs onto the mother earth, and glue the bow to the hair. They may glue the flower and shell to either the hair or the hands.

Web Sites: 🖱

Internet Download Sites for Preschoolers

<www-personal.engin.umich.edu/~ajdrake/toddler/>

The following sites are places that provide games you can download from the Internet. Most are educational.

Funschool <www.funschool.com/>

Kids' Space <www.kids-space.org/>

Cyber Dancing!

Books to Share: 📖

Mama Had a Dancing Heart by Libba Moo Gray.

Max. by Rachel Isadora.

Color Dance by Anne Jonas.

Toddlerobics by Zita Newcomb.

Hokey Pokey by Sheila Hamanaka.

Mama Don't Allow by Thatcher Hurd.

Song: ♫

"The Barnyard Song"

(This cumulative song is on the CD, Let's Sing Fingerplays, by Tom Glazer.)

I had a bird and the bird pleased me,
I fed my bird by yonder tree. Bird goes fiddle-i-fee.
I had a hen and then hen pleased me,
I fed my hen by yonder tree.
Hen goes chimney-chuck, chimney-chuck, bird goes fiddle-i-fee.
I had a duck pleased me,
I fed my duck by yonder tree.
Duck goes quack quack, quack quack, hen goes chimney chuck, chimney chuck, bird goes fiddle-i-fee.

Add one animal and its sound to each verse:

I had a goose...swishy, swashy...
I had a sheep...baa, baa...
I had a pig...oink, oink...
I had a cow...moo, moo...
I had a horse...neigh, neigh...

Creative Drama: 🎭

Animal Dancing

Gather puppets or stuffed animals for each one named in "The Barnyard Song" and put them into a box. Play the song and act out the motions representing each animal as you listen to Tom Glazer's recording. Then show the children each of the animals and ask them to move like that animal and make the animal's sound.

Seasonal Nature Dance

Lead the children in making up dances about nature!

- Tell the children to think about how leaves fall from trees in the autumn and do a falling leaf dance.
- Ask them to imagine snowflakes falling in the winter and do a snowflake dance.
- Talk to them about how plants grow in the spring and ask them to do a growing dance.
- Ask them to remember summer storms and do a thunderstorm dance.

Activity:

Dance with Teddy

Play some music and dance with teddy. When the music stops the children and teddy freeze. Ask the children to look around and see who looks the silliest.

Videos:

Sing and Dance with Barney. (30 min.)

Cat's Don't Dance. (90 min.)

Web Sites:

Elmo Dance!

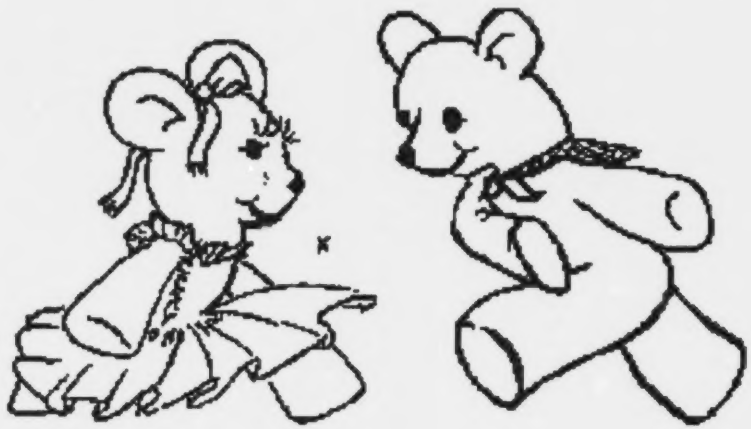
<www.homestead.com/bobokeebie/ElmoDance.html>

Barnyard Boogie

<www.homestead.com/davidstewart/BarnyardBoogie.html>

Circus Dance Online

<http://members.aol.com/pinkbreez/circus/circus.html>



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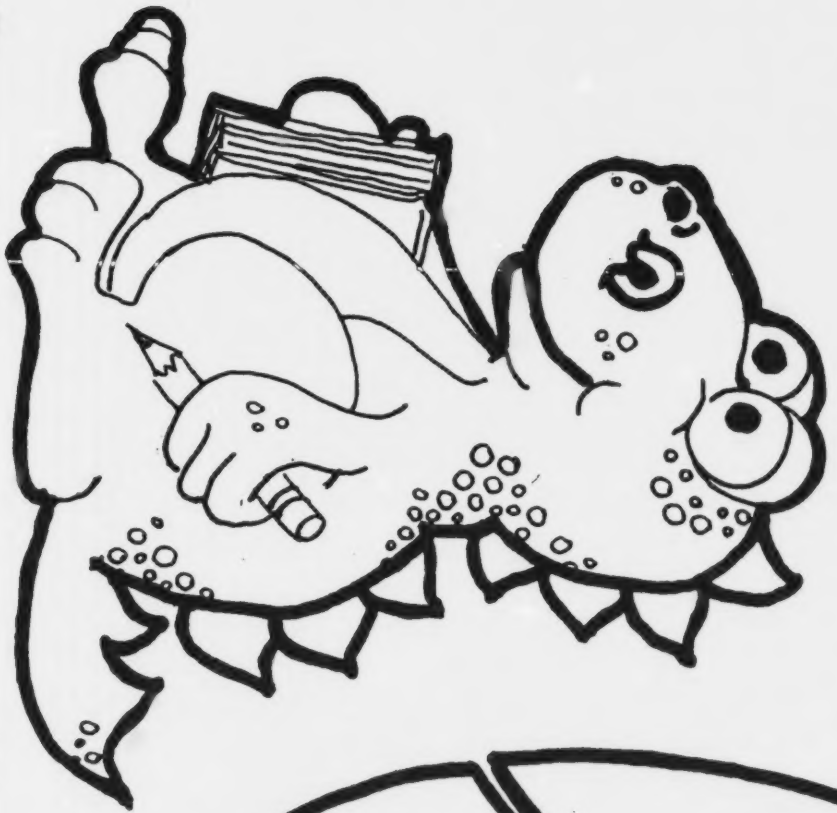
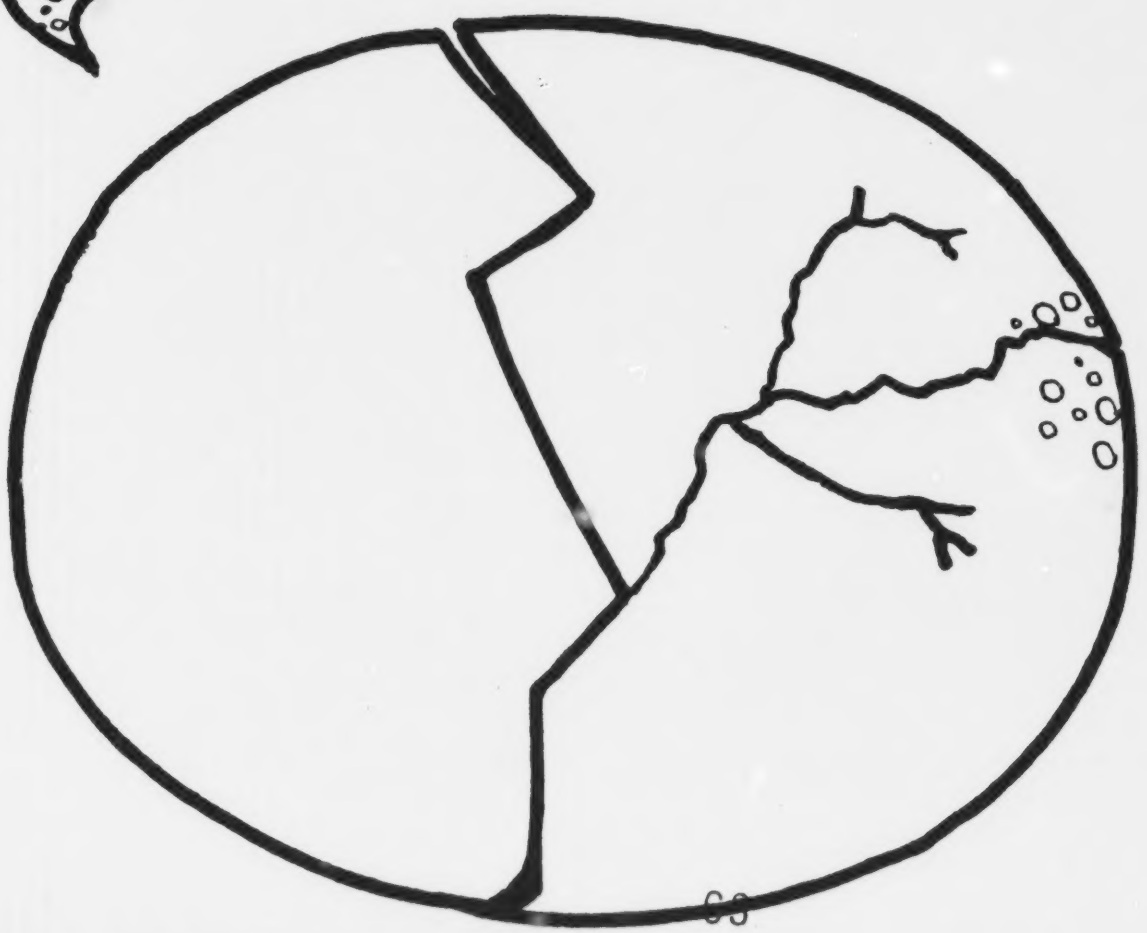
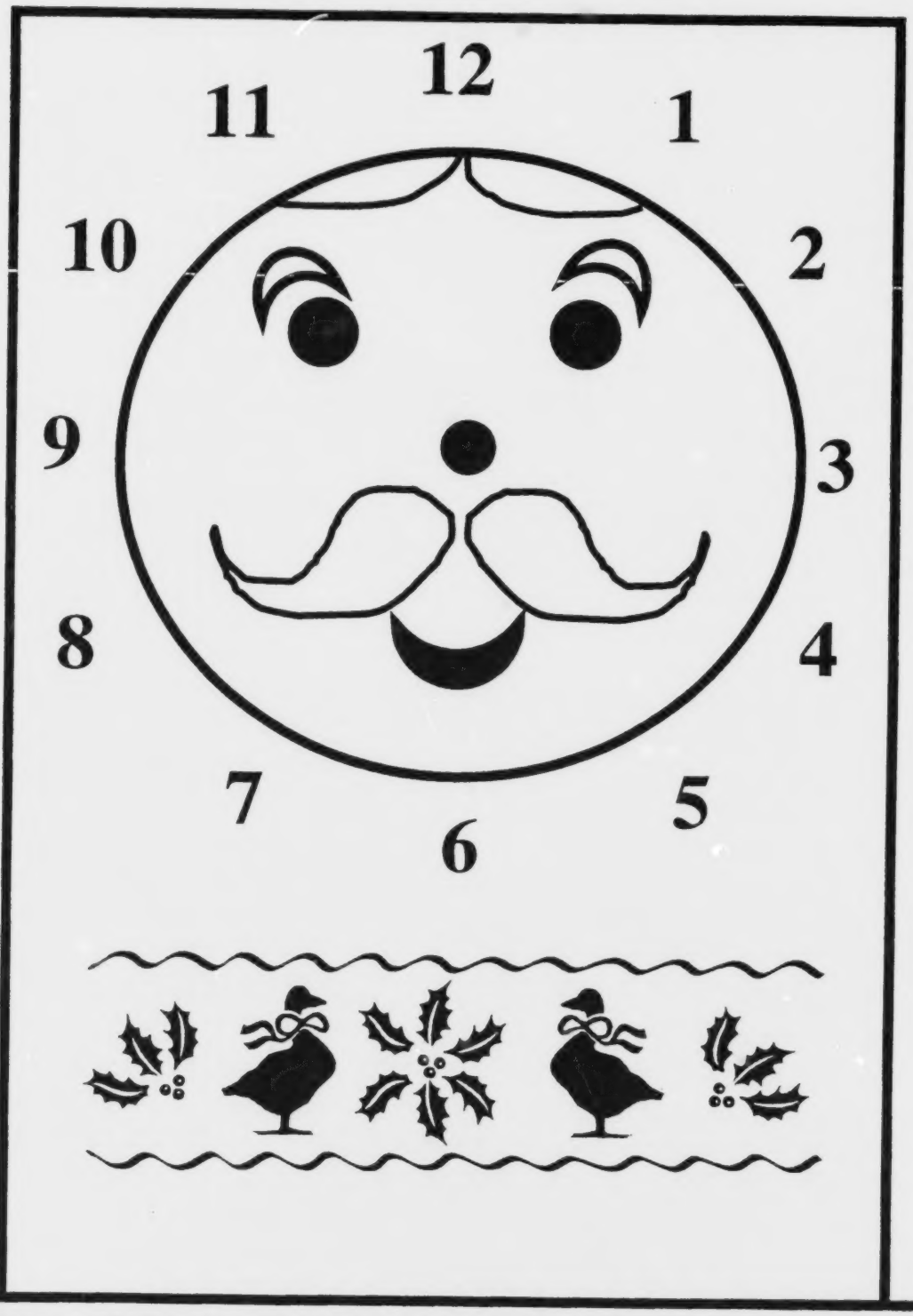
Dinosaur Eggs Craft



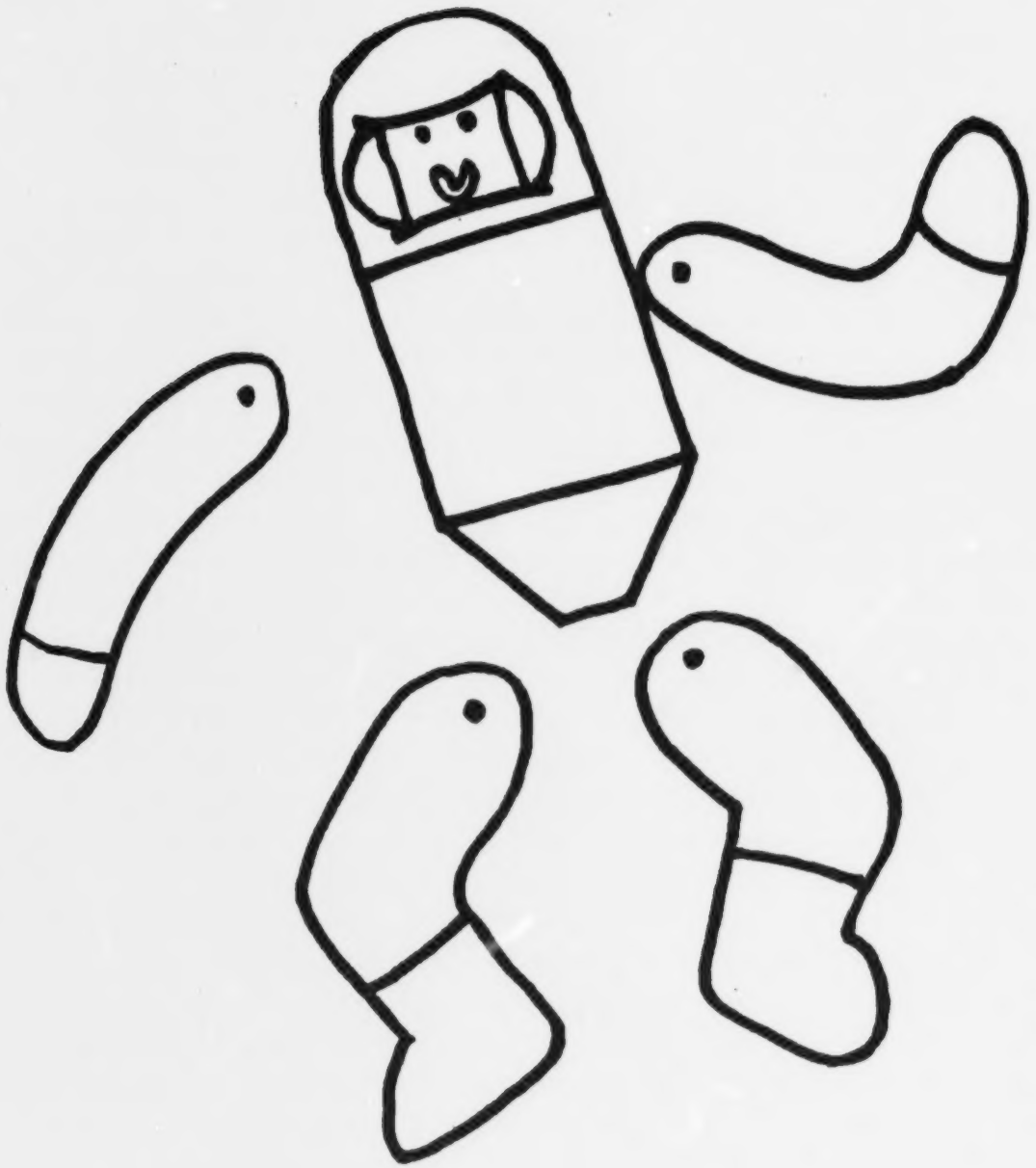


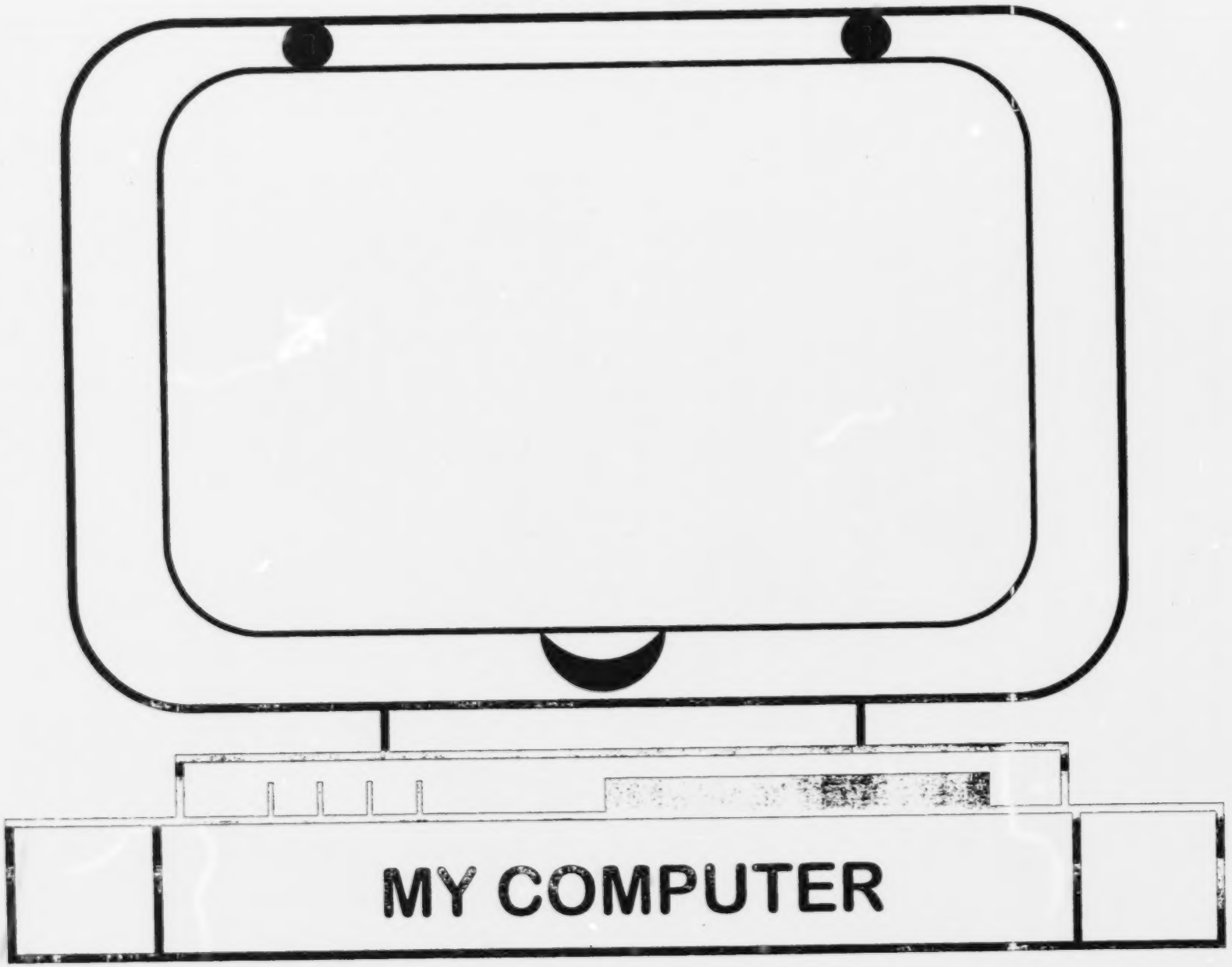
Grandfather Clock Craft



MY GRANDFATHER'S CLOCK

Spaceman Craft




MY COMPUTER

A B C D E F G H

I J K L M N O P

Q R S T U V W

X Y Z a b c d e

f g h i j k l m n

o p q r s t u v w

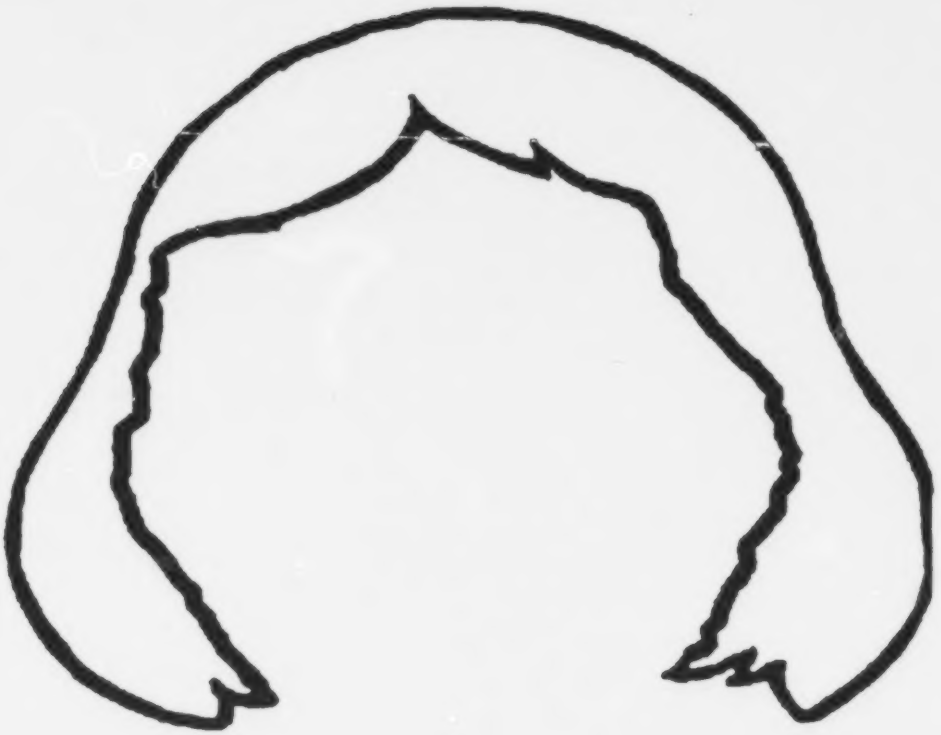
x y z 1 2 3 4 5 6

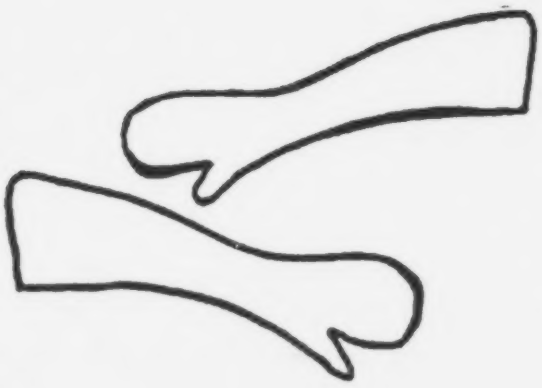
7 8 9 10 11 12

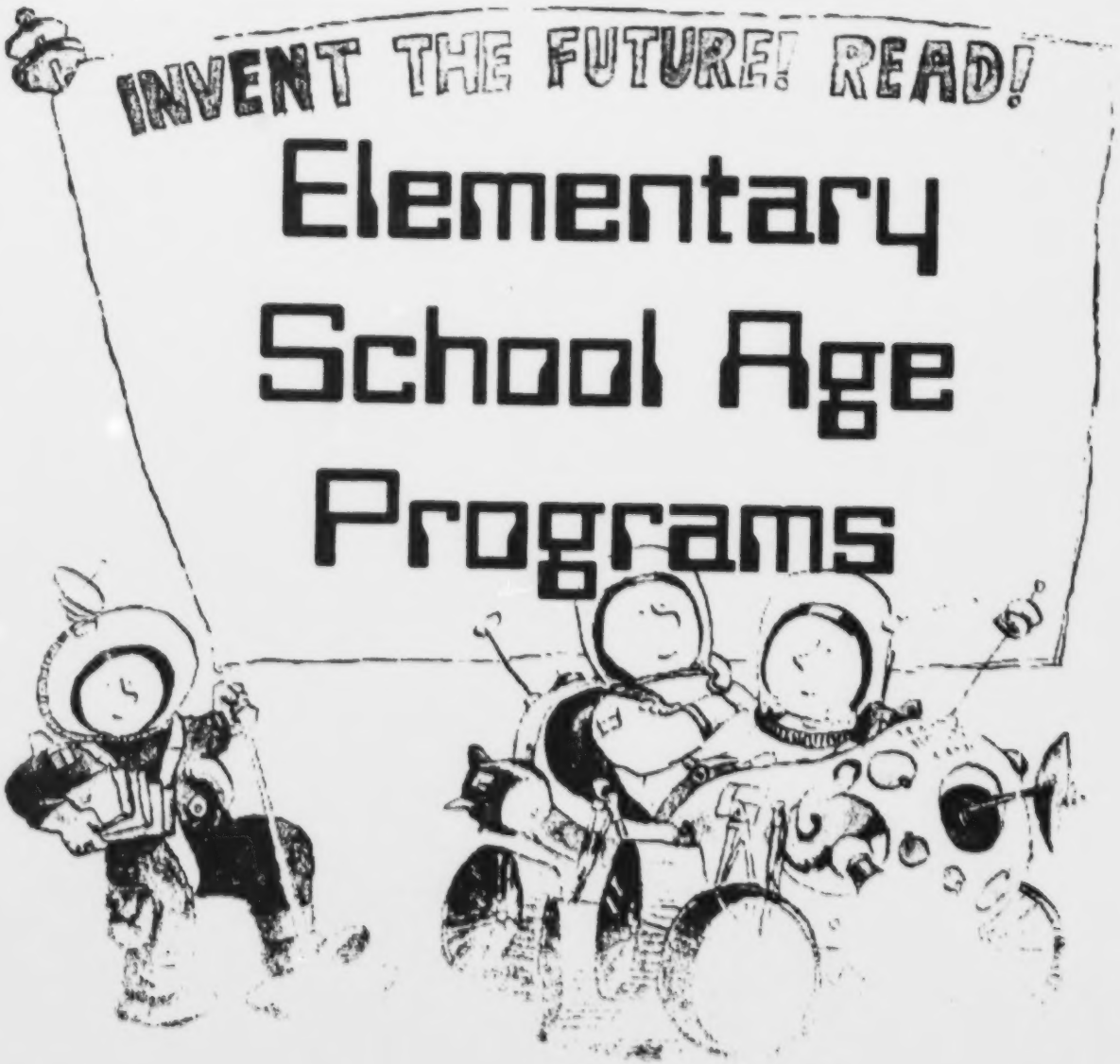
Wacky Web Page Craft

Mother Earth Craft

Mother Earth Craft






INVENT THE FUTURE! READ!
Elementary
School Age
Programs

Creation Station

Crazy Characters and Broadway Bozos

Books to Share: 📖

Sam's Wild West Show by Nancy Antle.
Broadway Chicken by Jean-Luc Fromental.
Jocasta Carr, Movie Star by Roy Gerrard.
The Story of Chicken Licken by Jan Omerod.

Musical Activity:

My Aunt Came Back

(Children repeat each line and sing along on the final line of each verse.)

My Aunt came back from old Japan
And brought with her an old hand fan.
(wave hand like a fan)

My Aunt came back from old Algiers,
And brought with her a pair of shears.
(open and close middle and forefinger of other hand like scissors)

My Aunt came back from Holland too,
And brought with her a wooden shoe.
(raise one foot up and down.)

My Aunt came back from the New York fair,

And brought with her a rocking chair.
(swing one leg back and forth.)

My Aunt came back from Niagara Falls,
And brought with her some ping pong balls.
(move head left and right)

My Aunt came back, from Timbuktu,
And brought with her some gum to chew.

My Aunt came back from Kalamazoo,
And brought with her some nuts like YOU!

Crafts:

Two-Faced Masks

Make two-faced masks inspired by the Roman god Janus for whom January is named. Janus has two faces so he can look to the past and the future.

Materials:

- Paper plates
- Crayons
- Scissors
- Stapler
- Felt strips, 1" wide
- Stick on velco dots

DIRECTIONS:

On the paper plates, have each child draw two mask faces that are related. (Younger kids can draw animals or a pair of opposites, like the sun and the moon.) Let them color and decorate their masks, cutting holes for the eyes, nose, and mouth. Cut four lengths of the felt strip and staple one to each side of the two plates. Stick Velcro to the felt so the two pairs of strips meet to form a headband.

Wacky Characters

Create your own wild and wacky characters for a play, TV show, or movie.

MATERIALS:

- Mask Patterns
- Markers
- Crayons
- Colored Pencils
- Scissors
- String or yarn

DIRECTIONS:

Photocopy and enlarge the mask patterns at the end of this chapter onto white paper. Let each child cut out a mask and color or decorate it. Punch holes and tie string or yarn to the edges so that the children may wear their masks.

ARCHITECTURE

Books to Share:

The Dream House by Pirkko Vainio.

Murals: Cave, Cathedral to Street by Michael Capek.

Medieval Castles by Conrad Cairns.

What Makes a Leonardo a Leonardo? By Richard Muhlberger.

The Cathedral Builders by Marie-Pierre Perdrizet.

The Stones of Muncaster Cathedral by Robert Westall.

Chant:

TEAMWORK

(Do this as a chant and give each child a different part)

Architect, architect, what do you do?
I draw plans; then the builder works.

Builder, builder, what do you do?
I build the frame; then the mason works too.

Mason, mason, what do you do?
I lay the bricks; then the plumber works too.

Plumber, plumber, what do you do?
I fix pipes; then the electrician works too.

Electrician, electrician what do you do?
I wire the house; then the carpenter works too.

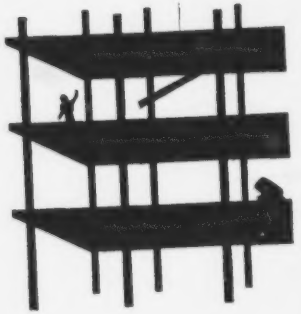
Carpenter, carpenter, what do you do?
I build the walls; then the painter works too.

Painter, painter, what do you do?
I paint the house; then the decorator works too.

Decorator, decorator, what do you do?
I make it pretty; then the landscaper works too.

Landscaper, landscaper, what do you do?
I plant the grass; then the movers work too.

Movers, movers what do you do?
We get the house ready for you.



Crafts

Popsicle Stick Architecture

MATERIALS:

- Popsicle sticks
- Nontoxic glue

DIRECTIONS:

Let the children build houses, train stations, boats, submarines, or anything else they wish with popsicle sticks. Offer some initial hints on what makes good solid construction, then let their imaginations take over. For complex structures, it might be best to let "subassemblies" dry thoroughly before adding to the rest of the structure.

Drink Lid Stained Glass Window

MATERIALS:

- Plastic lids from paper cups
- Clear plastic mosaic pieces
- 10" lengths of string
- Clear adhesive glue (try Eclectic E6000 Clear Adhesive Glue)
- Scissors

DIRECTIONS:

Use the scissors to make a small hole at the edge of a plastic lid. Thread the string through the hole and knot the ends. Arrange the plastic mosaic pieces in the lid. Use a small dab of glue to keep each piece in place. Allow the lid to dry overnight. (Note: This activity can also be done with younger children by substituting markers for the glue and mosaic pieces.)

City Book

MATERIALS:

- Butcher paper
- Glue
- Cardboard
- Scissors
- Crayons
- Pencil

DIRECTIONS:

Following the pattern at the end of this chapte, fold the butcher paper evenly accordion style to form about twelve pages as shown in the pattern at the end of the chapter. Cut two pieces of cardboard the same size as the top of the accordion stack of paper.

On one of the pieces of cardboard, draw a cityscape. Cut out both pieces of cardboard along the rooftops of the cityscape. Trace the cardboard rooftops onto the stack of paper and cut the pages to fit the cardboard covers. Glue the first page to the front cardboard and the last page to the back cardboard. Fill your book with drawings, stories or a tour of your pretend city.

Web Sites:

Architecture through the Ages

This educational page discusses architecture from around the world and from various time periods.

<http://library.advanced.org/18778/>

Learning Through Architecture

<www.whyy.org/aie/page2.html>

Photography and Film

Books to Share:

Cameras: From Daguerreotypes to Instant Pictures by Brian Coe.

Hocus Focus: The World's Weirdest Cameras by Carl Glassman.

Photography and Film by Ian Graham.

Movies: The World on Film by Deborah Hitzeroth.

Crafts:

(Illustrations for all crafts can be found at the end of this chapter.)

Thaumatrope

The thaumatrope consists of a small disk attached to two pieces of string. There is a different image on each side of the disk (e.g., a face on one side and a mustache on the other), one of which is inverted. When one twirls the disk by twisting the string, the viewer sees a face with a mustache. This phenomenon is called "persistence of vision," the fundamental principle for making anything appear to move.

Materials:

- Cover weight paper stock
- Thaumatrope drawing of bird and cage (found at the end of this chapter)
- Two 10-inch Strings
- Glue Sticks
- Scissors

Directions:

Photocopy the thaumatrope drawing of the bird and nest on cover weight paper stock. Cut out the outline making sure not to separate the circles. Fold over and glue the circles together. Poke holes in the spots indicated and tie a string on each side. Spin the circles by holding the strings and twirling them. As the thumatrope rapidly spins, the bird will appear to sit in the nest.

Pinhole Cameras

By using common household materials, you can make a camera that will produce pictures. Making and using a pinhole camera will acquaint you with the basic elements of photography while providing an inexpensive and interesting way to take pictures.

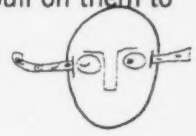
A pinhole camera is a small, light-tight can or box with a black interior and a tiny hole in the center of one end. You can design it to accept roll or sheet film. The two ends of the camera are parallel. The end opposite the pinhole is flat so that the film is held in a flat plane. The pinhole has a cover to prevent light from entering the camera when you aren't taking a picture.

To make a can or box pinhole camera, use a 2-pound coffee can or any can that has a tight fitting top such as a clean paint can, a vegetable shortening can, a peanut can, or even a cylindrical oatmeal box. If the can you use has a plastic lid, you can paint the lid black. Be sure to paint it inside and out; then before using it, check to make sure no paint has chipped off. Chipped or peeling paint on the lid will allow light to enter the camera and ruin your pictures. Paint the inside of the camera body with dull black paint or line it with black paper to prevent light reflections.

Use the instructions from the book *Adventures with a Paper Cup* by Harry Milgrom to make a pinhole camera.

Animated Face

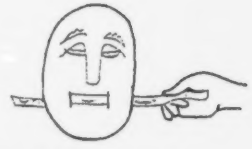
Cut eyes and a rectangular mouth out of a paper plate, and cut slits at the edge of the plate, as shown in the pattern. Let the children draw a nose and eyebrows on the plate. They can draw a series of eyes with different expressions on a strip of paper, and on another strip of paper they can draw smiles and frowns. Then they thread the two strips through the cut-outs in the paper plate and pull on them to animate the face.



Video:

Animation for Kids. **(12 min.)**

Web Sites:



16 Color Cinema

<www.16color.com/>

Dufflebag Theater

<www.fusionmill.inter.net/core/dufflebag/duffle.html>

Exposure: A Beginners Guide to Photography

A super cool site with try-it-on-site lessons and many links.

<www.88.com/exposure/main_men.htm>

Pixar Animation Studios

<www.pixar.com/>

Professional Resources:

On Stage: Theater Games and Activities for Kids by Lisa Bany-Winters. S&S Arts and Crafts, 1999.

Explore the Present

Taking Time

Books to Display:

Parallel Universe: An Interactive Time Adventure by Nicola Baxter.

The Timetables of Technology: A Chronology of the Most Important People and Events in the History of Technology by Bryan Bunch and Alexander Hallemans.

Could You Ever: Build a Time Machine by David J. Darling.

Off the Clock: A Lexicon of Time Words and Expressions by Kimberly Fakin.

Max and Me and the Time Machine by Gary Greer.

Time by Andrew Haslan.

A Wrinkle in Time by Madeline L'Engle.

Activities:

Personal Timeline:

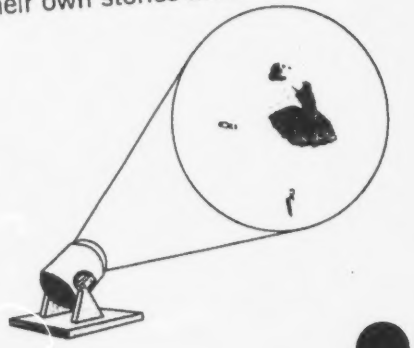
Guide the children to create a timeline of their own lives, including milestones such as birthdays, moves to new homes, births of younger family members, addition of pets, happy and sad events, and educational milestones. They can talk with parents or estimate when events happened in their lives that they do not personally remember, such as learning to walk, talk, or ride a bicycle. They can draw pictures or bring photographs from home to illustrate their timelines. Let them look for books in the library that have characters who match the milestones of their personal timelines such as babies and toddlers, etc.

Y2K Diary

Copy the pages at the back of this chapter called "This is Me in the Year 2010" and "A Day in the Year 2000" and let the children write a letter to themselves and describe who they are now and who they will be in the future.

Y2K Gazette

Here's a chance for children to create a paper filled with news they love to read. Copy the pages at the back of this chapter entitled: "The 2000 Times" and let the children write their own stories and share them with the group.



Make a Time Capsule

Let the children use ideas from *Make Your Own Time Capsule* by Mary Packard to create a time capsule. This boxed set includes a time capsule kit, an 80-page book, and a "silver metallic, airtight, water-resistant, tamper-proof time capsule bag."

Jokes and Riddles. ?

Why was the dog picked to be timekeeper for the baseball game?

Because he was a watchdog.

What's the best year for frogs?

Leap year.

What do frogs say on the first day of January?

Hoppy New Year!

Two tomatoes were racing to the hamburger bun.

One fell behind but said he'd ketchup later.

Why are Saturday and Sunday the strongest days?

Monday through Friday are weekdays.

Doctor: What got you to my office so fast?

Patient: Flu.

"Is that the Ambassador from Moscow dashing out the door?"

"Yes, he's always rushin'."

How do you make a slow runner fast?

Stop feeding him.

Why is the calendar crying?

Its days are numbered.

Web Sites.

Blast to the past in the EduNET Time Machine

<www.baxter.net/edunet/cat/timemachine/index.html>

Inside a Wind-up Alarm Clock

<http://physics.nist.gov/time/>

Professional Resources.

Exploring Time by Gillian Chapman.

Time issue. Online-Offline Magazine. Volume 1, Number 4. (December, 1996) Call 1-888-ROCKHILL or e-mail info@rockhill.com for information about back issues.

INVENTIONS

Books to Share.

Mary Alice Returns by Jeffrey Allen.

George Mouse's First Summer by Heather S. Buchanan.

Tiny for a Day by Dick Gackenbach.

Burton and the Giggle Machine by Dorothy Haas.

The Day-Off Machine by John Himmelman.

The Extraordinary Invention by Bernice Myers.

Books to Booktalk:

Almost Famous by David Getz.

Samuel Todd's Book of Great Inventions by E. L. Konigsburg.

The Marvelous Inventions of Alvin Fernald by Clifford B. Hicks.

Smithsonian Visual Timeline of Inventions by Richard Platt.

Toying with Danger: A Sarah Capshaw Mystery by Drew Stevenson.

Danny Dunn and the Smallifying Machine by Jay Williams and Raymond Abrashkin.

Activities:

Invention Timeline

Let each child select one invention or discovery and write the name of the invention or discovery and the date it was invented or discovered at the top of a piece of paper. They can draw a picture to illustrate the invention.

Arrange the pages in chronological order along the wall. The children can look for books, both fiction and nonfiction, that have something to do with these discoveries and list those titles on the appropriate segment of the invention line, and can add titles to any segment. Discuss whether some topics have more titles than others and why that might be.

Invention 2000

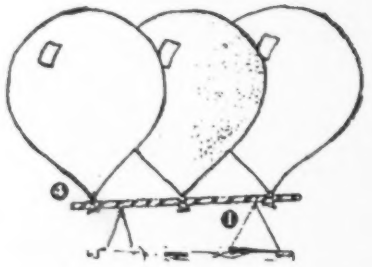
Copy the page at the back of this chapter called "Invention 2000" and let the children work individually or in groups to design an invention to solve a problem. Let them share their inventions with the entire group and display them in the library.

Invention Word Puzzle

Reproduce the Invention Word Puzzle at the end of this chapter and let the children find the words and complete the sentences.

Craft:

Build a Blimp



MATERIALS:

- One pint milk carton (cut in half lengthwise)
- One drinking straw
- Three helium filled balloons
- Thread
- Tape

DIRECTIONS:

Tie two pieces of thread around the edges of the straw as shown in the pattern. Tape or tie the thread to the corners of the milk carton. Tape or tie one long thread to the milk carton. Tie or tape the helium balloons to the straw. After the blimp is

assembled, try to float it, holding on to the long string.

Web Sites:

Build It Yourself

<www.moorelit.com/~biy/welcome.html>

US Patent Model Foundation. "Invent America"

<www.inventamerica.org/>

Professional Resources:

Steve Caney's Invention Book by Steve Caney. Do the following invention activities from this book. "Minimum Maximums," p. 25; "Inventing Rube Goldberg Style," p. 38; "Fantasy Inventions," pages 101, 105. 107, 112, and 117.

Science and Technology in Fact and Fiction: A Guide to Children's Books by Day Ann M. Kennedy, et al.

Teaching the Millenium by Craig Munsart and Christine Izmirian.

The Flying Bedstead and Other Ingenious Inventions by Steve Parker.

Shocking Science: 5000 Years of Mishaps and Misunderstandings by Steve Parker.

Smithsonian Visual Timeline of Inventions by Richard Platt.

80

BEST COPY AVAILABLE

Invent the Future

Space Race

Books to Share: 🕮

Space Rock by Jon Buller.

The Magic School Bus Lost In The Solar System by Joanna Cole.

The Fantastic Cutaway Book of Spacecraft by Nigel Hawkes.

Here Come the Aliens by Colin McNaughton.

Bugs in Space by David Carter.

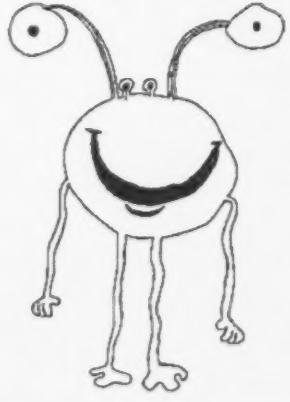
Craft: ✂

Space Bugs

Using the materials listed below, encourage the children to create their own alien or earth bugs.

Materials:

- Modeling clay
- Pipe cleaners
- Feathers
- Wiggle eyes
- Wooden beads
- Crayons
- Markers



- Glitter
- Construction paper
- Flexible plastic straws
- Different sizes and colors of pom poms
- Scissors
- Glue

Directions:

Give each child a small amount of the modeling clay and provide a central location for the other items. Feathers and straws can be easily stuck into the modeling clay.

Rocketships

Materials

- Toilet tissue tubes
- Aluminum foil
- Paper half circle, taped or stapled into cone shape
- Glue
- Crepe paper strips (red)
- Tape

Directions:

Cut half circles out of paper in advance. Give each child a toilet tissue roll and a sheet of aluminum foil

to wrap around the roll. Let them staple the half circle to make a cone shape and glue the cone onto the roll. They can then tape crepe paper "flames" onto the bottom of their rocket ship.

Space Capsule Craft

MATERIALS:

- A paper or styrofoam cup
- A plastic bag (bread bag or grocery bag)
- Some string or wool (3 or 4 pieces)
- Tinfoil
- Optional: Stickers, scissors, and glue

DIRECTIONS:

Wrap the cup in tinfoil and attach it with tape or glue. Decorate the cup with stickers as desired. Poke a hole in the top of the cup and thread 4 pieces of string through. Tie a knot inside the cup so the string will not fall out. Cut a square "parachute" out of the plastic bag to make a square piece of plastic and attach one of the strings to each corner. Let the children toss it in the air and play with it, or hang it from the ceiling.

The children can draw a face of an astronaut on a piece of paper and glue it to the side of the upside-down paper cup. They can draw a little window around the face if desired.

Creative Drama:

Listen to "An Adventure In Outer Space" by Greg and Steve from their *On The Move* CD, or take the children on an imaginary trip through outer space. Explain lack of gravity and its relationship to movement. Challenge the children to walk, run, skip, hop, gallop, leap, and crawl through space. Go for a long nature walk on the moon and see what kinds of imaginary items children discover.

Activities:

Space Trip

Ask the children to pretend to pack all necessary items for a space voyage, put on their uniforms, and get into a spaceship. After they return from their visit to outer space, have them close their eyes and try to remember what the life forms looked like. When they open their eyes, they can describe them, write a story or poem about them, or draw them. Hang the creatures on a bulletin board.

Postcards from the Outer Limits

In the Magic Schoolbus book, the class travels through space and has a wild adventure. Ask your children to imagine a trip into outer space and to create a postcard showing and telling what they saw. This is a great opportunity to display a number of non-fiction books about space in your library.

Poetry:

Read "Moon Catching Net" and "Somebody Has To" from *A Light in the Attic* by Shel Silverstein.

Music:

E.T. Motion Picture Soundtrack.

Star Wars Motion Picture Soundtrack.

Videos:

Bill Nye the Science Guy. Episodes 11 (The Moon), 19 (Outer Space) and 41 (The Planets). (30 min. each.)

The Magic School Bus Out of This World. (30 min.)

Tell Me Why...Space, Earth and Atmosphere. (30 min.)

Web Sites:

The Astronomy Café
<www2.ari.net/home/odenwald/cafe.html>

Create and Alien
<www.alienexplorer.com/>

CD-ROM:

The Day the World Broke.

Predict the Future

Books to Share:

Countdown to 2000: A Kid's Guide to the New Millennium by Bonnie Bader, Bonnie and Tracey West.

Prophecies: Can You See in the Future? By Gerald Bailey, Gerald and Andy Boot.

They Saw the Future: Oracles, Psychics, Scientists, Great Thinkers, and Pretty Good Guessers by Krysten Brooker.

The Doll Who Knew the Future by Catherine Dexter.

The Kids' Guide to Fortune Telling by Louise Dickson.

Hand Reading by Lori Reid and Gilliam Kemp.

Homes and Cities: Living for the Future by Sally Morgan.

Books to Display:

Cosmic Journey: A Beginner's Guide to Space and Time Travel by Sarah Angliss.

Future World: A Beginner's Guide to Life on Earth in the 21st Century by Sarah Angliss.

Draw Future Worlds by Bryan Baugh.

Emergency Planet Earth: A Beginner's Guide to Survival in the Future by Mike Flynn.

The Year 2000: A Mark in Time by Giulio Maestro.

2095 by Jon Scieszka.

Future by Michael Tambini.

Cities in the Sky: A Beginner's Guide to Living in Space by Colin Uttley.

Craft:

Spin-a-Fortune and Spin-a-Future

Copy the patterns at the back of this chapter. Attach the spinners loosely with brass fasteners. Children can ask a question, spin, and find the answer!

Activity:

My Favorite Things

Take a 48" wide roll of butcher paper and let the children lie down on it while you draw the outline of their bodies. Give them colored markers and let them write their names, hobbies and favorite activities, and what they might like to be when they grow up. Then let them draw faces, hair, clothes, and pictures relating to the things they wrote about. Cut these out and display them in the library.

Web Sites:

Everything 2000

<www.everything2000.com/>

Trillenium

<www.y3k.com/>

Video:

The Girl with ESP. (24 min.)

Super, Super Humans

Books to Share:

Superhumans: A Beginner's Guide to Bionics by Simon Beecroft.

Mishmash and the Robot by Molly Cone.

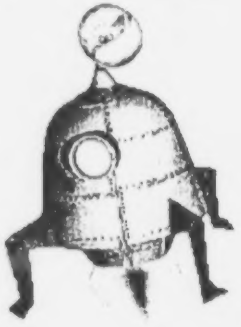
Computers of the Future: Intelligent Machines and Virtual Reality by David Darling.

Beyond 2000 Micromachines and Nanotechnology: The Amazing World of the Ultrasmall by David Darling.

The Grolier Kid's Craft Funny Face Book by Marion Elliot and Belinda Hodson.

If I Had a Robot by Dan Yaccarino.

The Robot and Rebecca: Mystery of the Code Carrying Kids by Jane Yolen.



Crafts:

Flipping Dmitri Puppet

MATERIALS:

- Metal coat hangers
- Drinking straws
- Manila file folders
- Dmitri pattern
- Crayons
- Masking tape

DIRECTIONS:

Copy the pattern of Dmitri onto manila folders and cut them out. Let the children color them. Cut the straws in half. Unfasten the coat hangers and straighten one side so you can slide the straw over it. After putting the straw on, bend the hanger into a rectangular shape as shown. Be sure the wire is closed safely with no sharp edges exposed. Cover any sharp edges with masking tape. Tape Dmitri's hands to the straw. Swing the hanger and Dmitri should flip over the bar. Color and cut the bag and Lulu, then add them to the hanger also.

Web Site:

Bradford Robotic Telescope

<www.eia.brad.ac.uk/btl/>

Virtually Real

Bits, Bytes, and Mice

Books to Share: 📖

The Day the Computers Broke Down by Laura Normand.

Arthur's Computer Disaster by Marc Brown.

Surf Sammy's New Computer by Christina Burkhart.

The Internet for Kids by Charn Kazunas and Tom Kazunas.

The World Wide Web by Larry Brimmer.

Crafts: ✂

Create a Wacky Desk-top Computer

Materials:

- 1 Square box (which will serve as a computer monitor)
- 1 Rectangular box (which will serve as the CPU)
- 1 Roll of white contact paper
- 1 Roll of black contact paper
- Scissors
- Glue
- 2 Large squiggly eyes
- 1 Red 1" pompom
- 1 Strip of red yarn 6" long

Directions:

Cover five sides of the square box with white contact paper. Cover the remaining side with black contact paper (the black side will be the face of the computer screen). Cover all sides of the rectangular box with white contact paper. Use the large squiggly eyes, red pompom, and strip of yarn to create a wacky face on the black side of the square box. Place the square box on top of the rectangular box as you would find a monitor on the hard drive of a desktop computer.

Jokes and Riddles: ?

101 Wacky Computer Jokes by Genevieve Stamper.

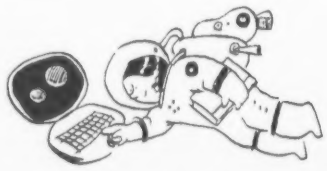
Daffy Definitions and Computer Terms:

State-of-the-art computer: *one you cannot afford.*

Floppy: *what your wallet is after buying a computer.*

486: *IQ necessary to read computer manuals.*

Disk Crash: *the typical computer reaction to an important deadline.*



Virtual Voyages and Video Games

Books to Share:

The Computer Nut by Betsy Byars.
Cybermama by Alexander Jardin.
Cyberstorm by Gloria Skurzynski.
Caught In the Net by Nancy Butcher.
Willie and the World Wide Web by Steve Geissen.

Activities:

GameBoy-Mania Marathon

Invite all those Game Boy-a-holics out to a video game competition that is sure to be a winner! Have children bring all their Game Boys and game pieces. Sort games according to ability. Organize children into teams that will rotate through each level of game ability. The team with the most number of successes is the winner.

Video Strategy Workshop

Invite a local video game store representative such as Blockbuster Video to come and give kids an informal workshop on the latest video games and the strategies to play them. This is also a good time for kids to ask questions about new game equipment and how to care for their existing equipment.

Web Sites:

The Official Nintendo Web Site

<www.nintendo.com/>

The Official Sony Playstation Web Site

<www.playstation.com/>

Preview the Legend of Legia

<www.playstation.com/games/categories/action advent/legend/>

Preview Spyro the Dragon

<www.playstation.com/games/categories/action advent/spyro/>

Preview Parappa the Rapper

<www.playstation.com/games/categories/strat puzzle/parappa/>

Cyber Sherlocks & Digital Deputies

Books to Share:

Angela's Top-Secret Computer Club by Holly Keller.
Blackout in the Amazon by Bruce Balan.
The A. I. Gang: Operation Sherlock by Bruce Coville.
The Creepy Computer Mystery by Elizabeth Levy.
The Movie Star Mystery by Gertrude Chandler Warner.
The Ghoul Brothers by Lee Wardlaw.

Jokes and Riddles. ?

What do you call a computer superhero?

A Screen Saver.

Where does Spider-Man find a date?

On the World Wide Web.

These jokes are from Genevieve Stamper's book, *101 Wacky Computer Jokes*.

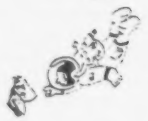
Activities.

Web Detective Stories

Hold a storytelling program during which children make up their own detective stories while creating an actual web. To begin, have children sit in a circle on the floor with a ball of yarn or string. Begin the story yourself. After a while, stop, and holding the end of the yarn, roll the ball to one of the children sitting across from you. S/he must continue the story for a while. At a critical point of that child's tale, stop and ask that child to roll the ball of yarn to another person in the circle. Continue the story until everyone has added a part. Be sure to make an audiotape of the story so the children can listen to it later.

Invisible Ink Activity

Draw a picture on a sheet of paper with a white crayon. Then paint over your invisible picture with some dark paint or ink. Magic! The white lines repel the paint, leaving a pretty picture.



Cooking.

Goosebumps Ghost Sandwiches

Visit the Goosebumps web site at: <www.foxhome.com/goosebumps/tremain.html> and then have the children create this frightful little snack called Goosebumps Ghost Sandwiches that is sure to make them laugh.

MATERIALS:

- Bread
- Cream cheese
- Gingerbread man cookie cutter (or any ghoulish shape)
- Raisins

DIRECTIONS:

Take a slice of bread, lightly toast it and let it cool. Cut each slice with a gingerbread man cookie cutter. Spread with cream cheese. Make two eyes with raisins.

Explore some of the other recipes at this terror-ific web site!

Web Sites.

Fun and Challenging Mysteries for Kids:

<www.TheCase.com/kids/>

Nancy Drew:

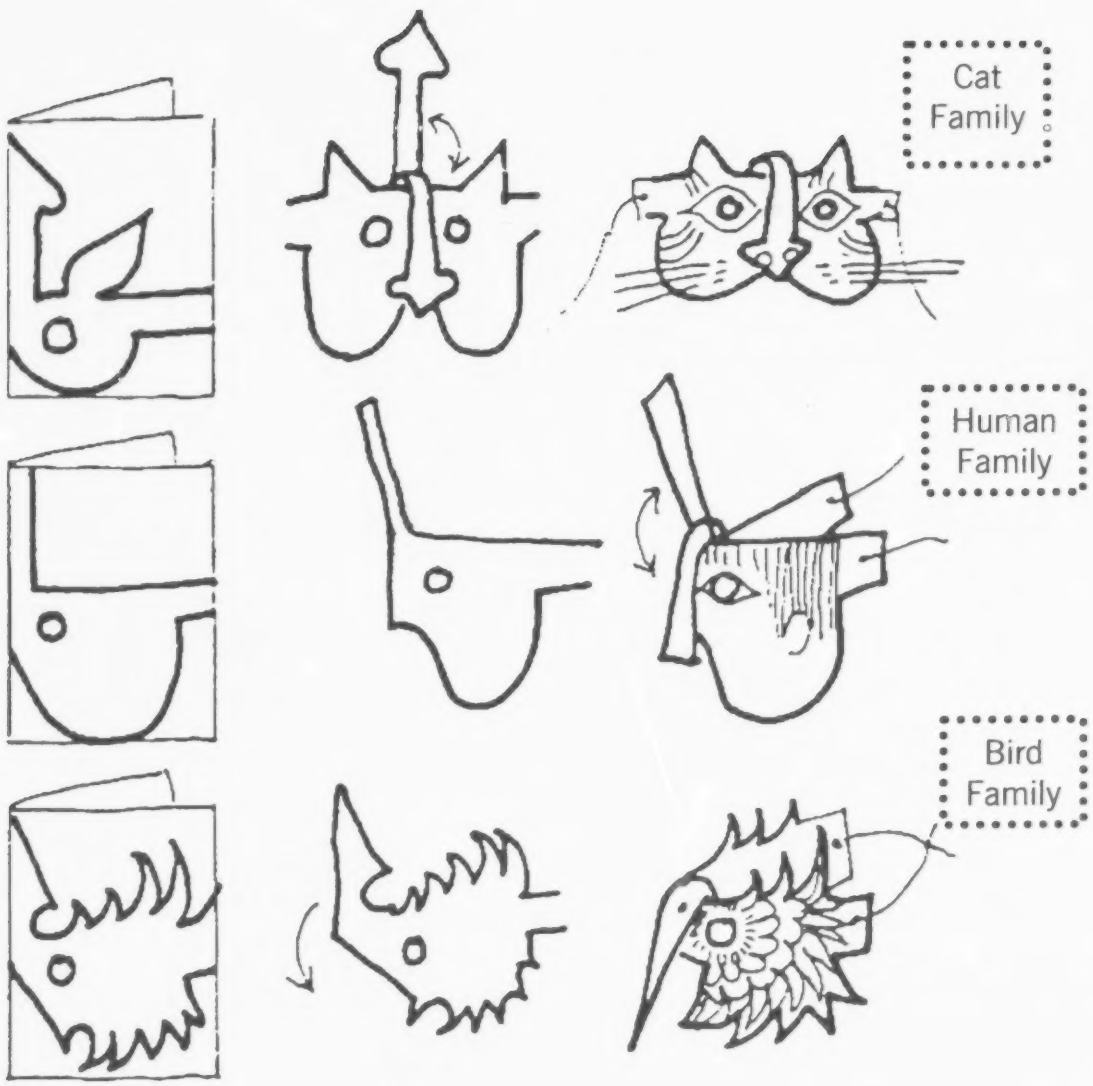
<www.NancyDrew.com/>

Wacky Character Masks

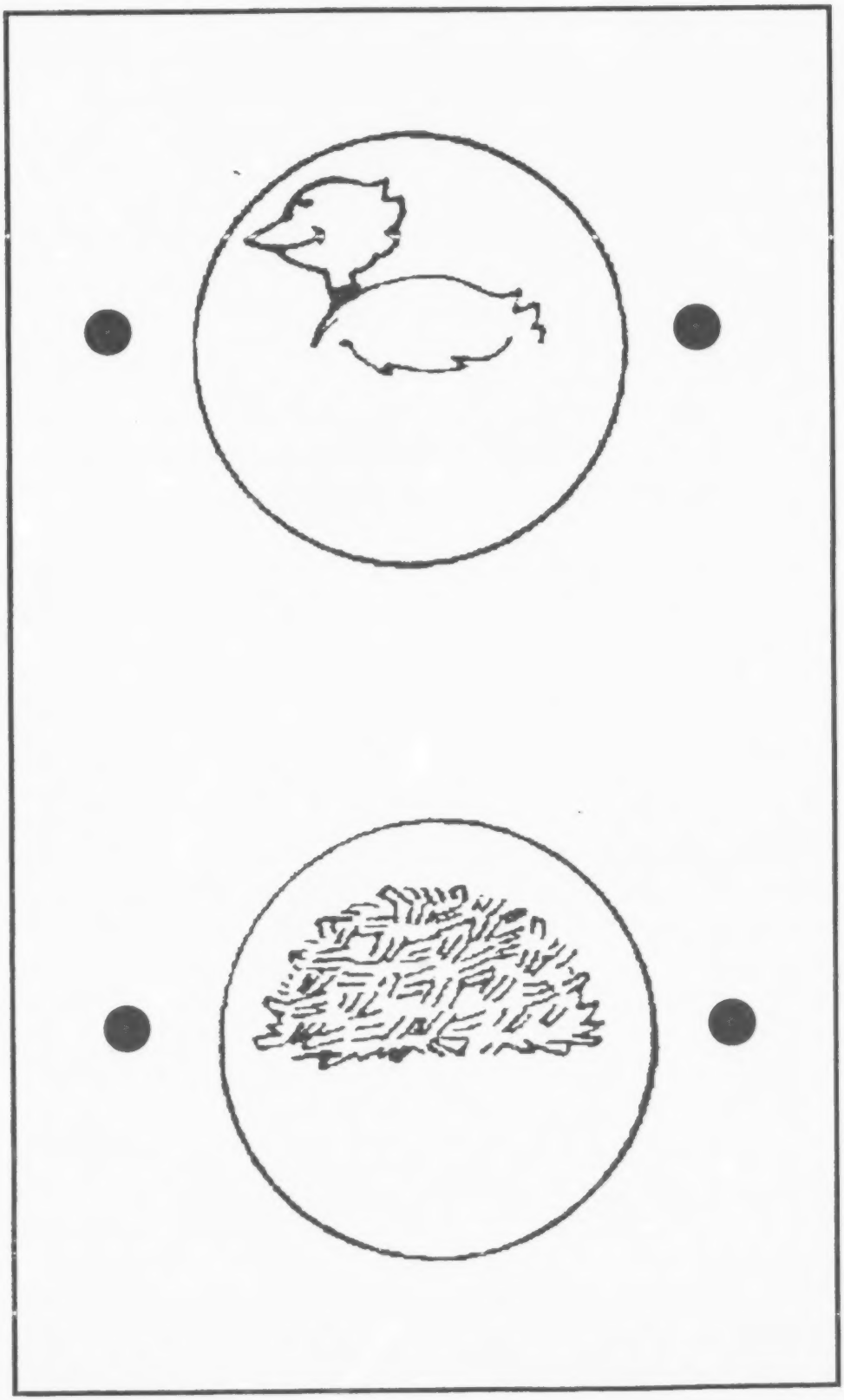
This is the nose or beak, which gets folded forward at the dotted line. ➔

← Hole for string

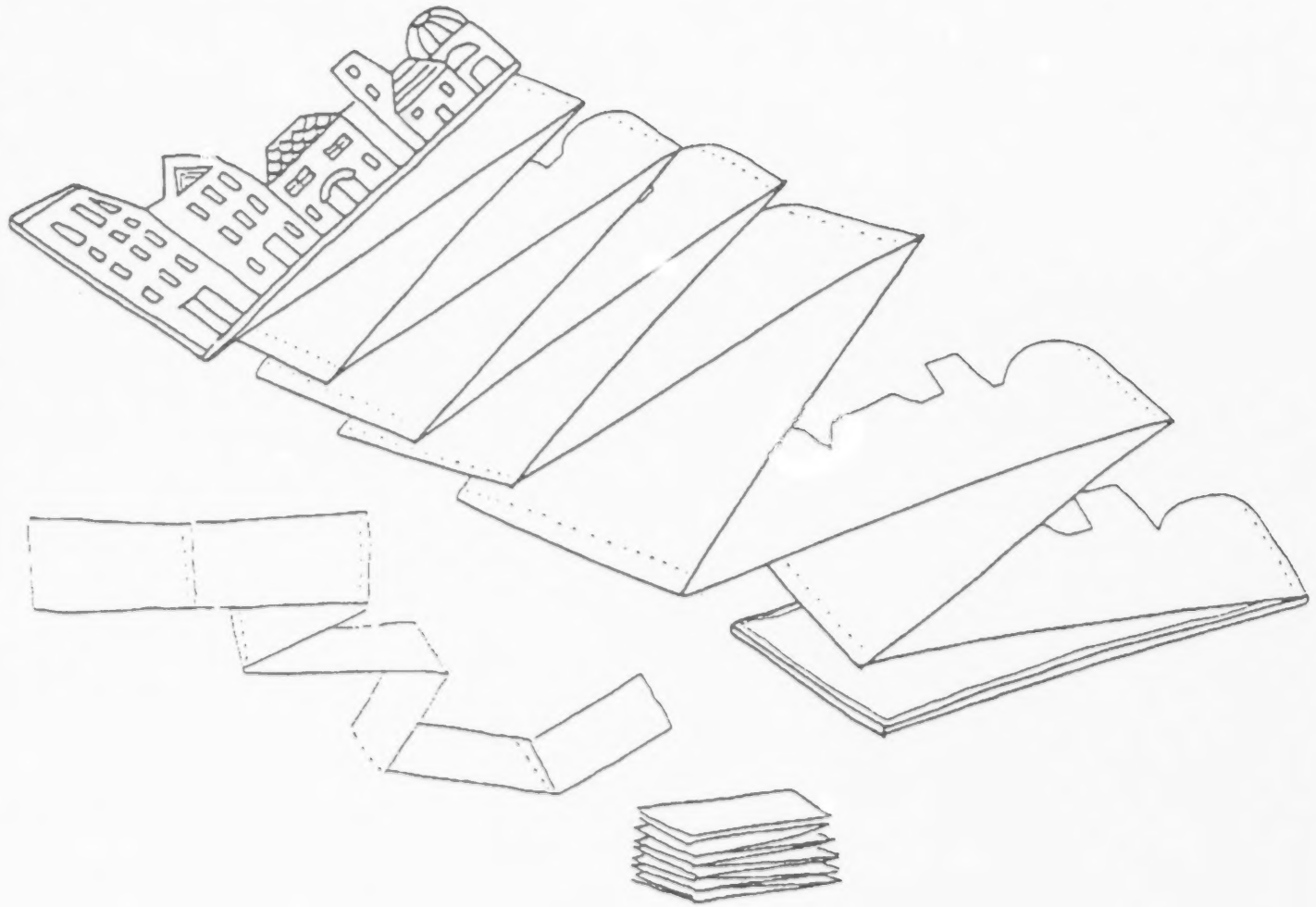
Wacky Character Masks



Thaumatrope



City Book Craft

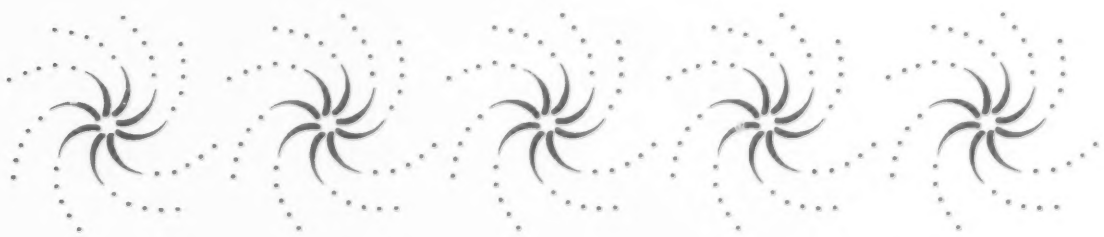


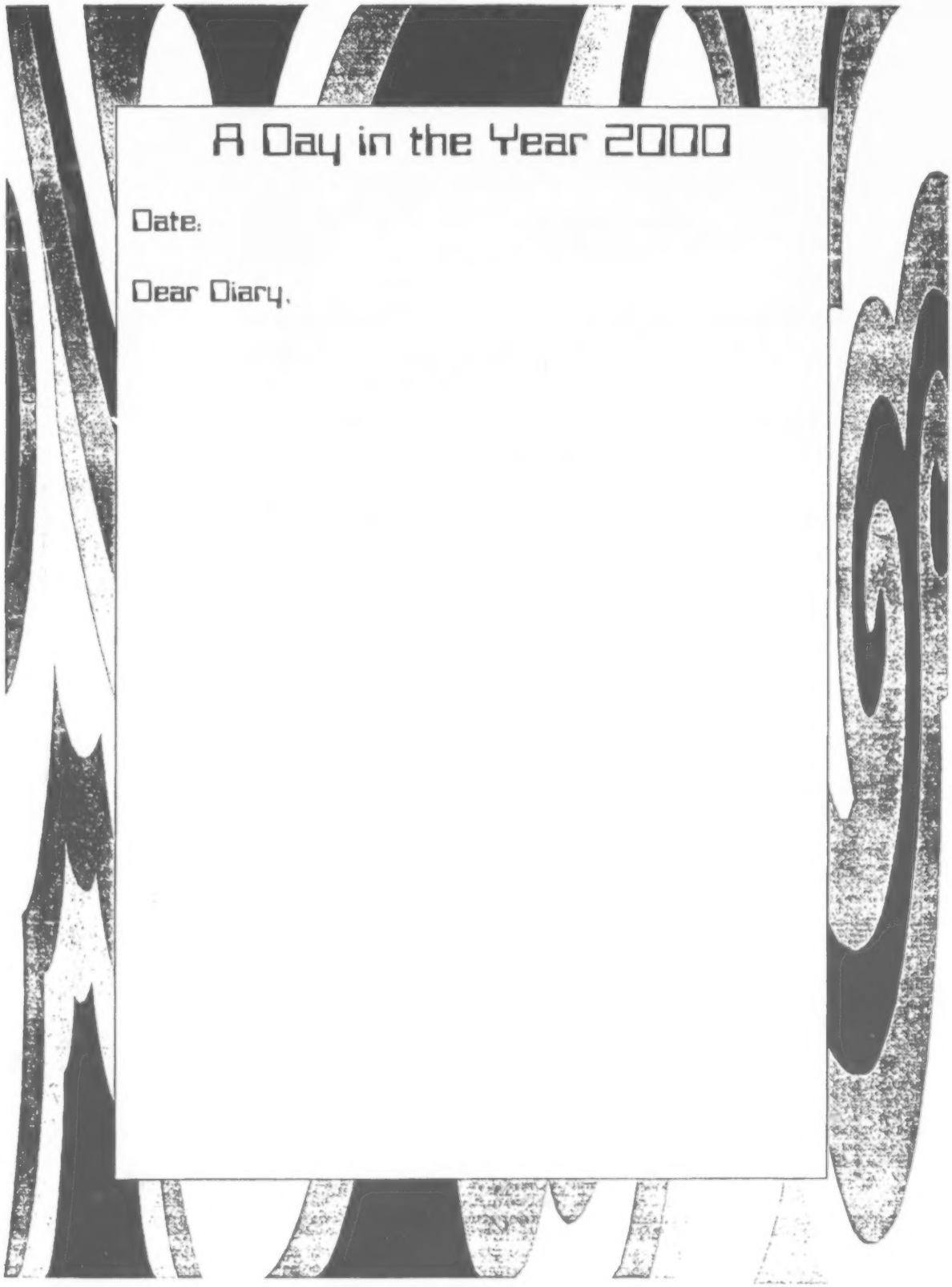
This is me in the year 2010

Care to travel to the future? Although we can't know for sure what the year 2010 will bring, we can make predictions.

In the year 2010...

I will be _____ years old and be in grade _____.
I will live _____.
I will have _____ hair.
I will spend my time _____.
My town will change by _____
_____.
The biggest difference in the world will be _____
_____
_____
_____
_____
_____





A Day in the Year 2000

Date:

Dear Diary,

The 2000 Times

Hot New Band Steals the Fans

_____

_____

_____

_____

_____

_____

_____

_____

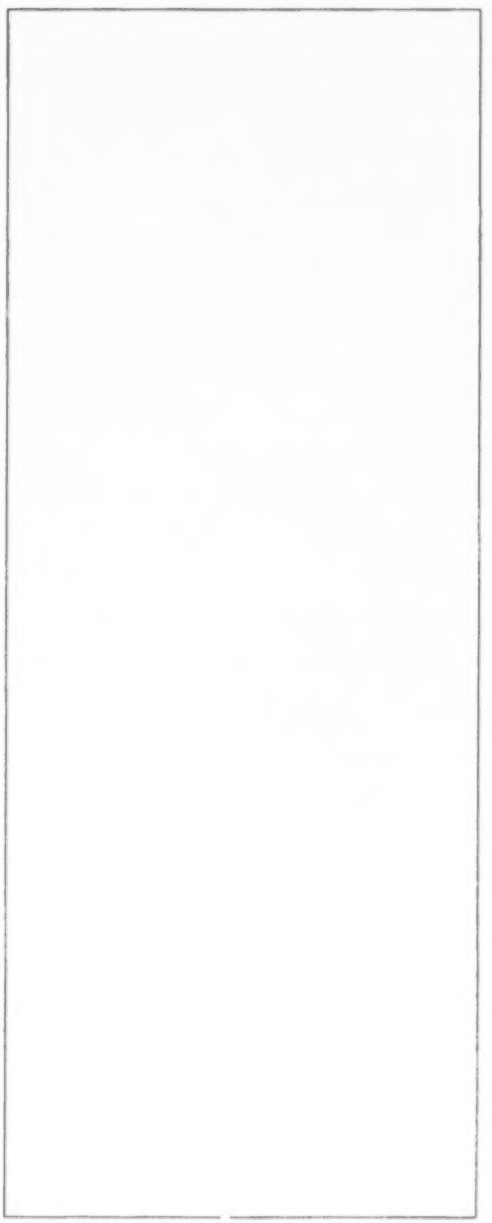
_____

_____

_____

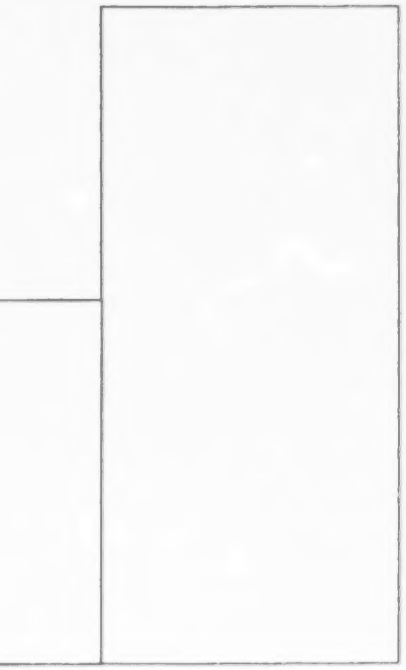
Eat at _____

SALE OF THE CENTURY!



The _____ makes a comeback!

Kids go GAGA for new TOY!!



_____

_____

_____

Playing Tonight:

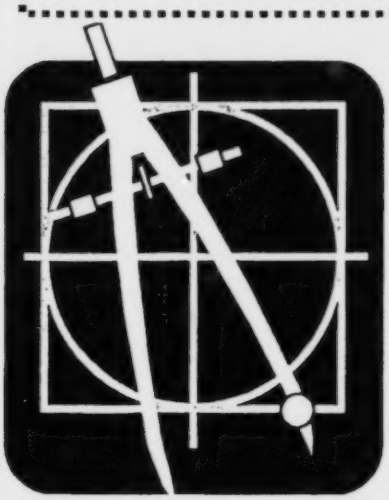
Kids fight to save

Invention 2000

Think up your own invention!

What to do:

1. Observe your world carefully--is there a need you can cater to, a problem you can solve, an improvement you can make?
2. Brainstorm and think creatively. How can you solve the problem?
3. Research and find the best solution.
4. Design your invention in the box on the right. Draw a diagram or write a description.
5. Share your inventions with each



Inventions

Print the correct answers on the lines provided.

1) _____ means creating or devising something that did not exist before.

2) Many times more than _____ person works on the same idea separately.

3) Since the beginning of time man has been forced to _____ new things.

4) Almost everyone _____ something either to help others or help themselves.

Find and circle these words in the word find. They run down, across, and diagonally.

invent **patent** **machines** **idea** **money**

i	r	e	g	h	v	b	m	o	n	e	y	e	c	x
q	w	e	r	t	y	u	i	o	p	k	l	h	g	d
e	d	f	g	h	k	m	n	v	c	x	s	w	i	t
p	a	t	e	n	t	j	m	i	b	f	d	s	n	z
v	y	l	v	x	z	a	s	d	f	b	n	j	v	j
w	r	t	y	j	n	b	v	e	x	s	a	i	e	f
n	m	k	i	o	p	l	r	a	e	d	s	a	n	z
r	t	h	j	m	k	t	r	w	c	v	b	n	t	t
r	e	w	q	y	i	d	p	s	k	r	a	i	n	l
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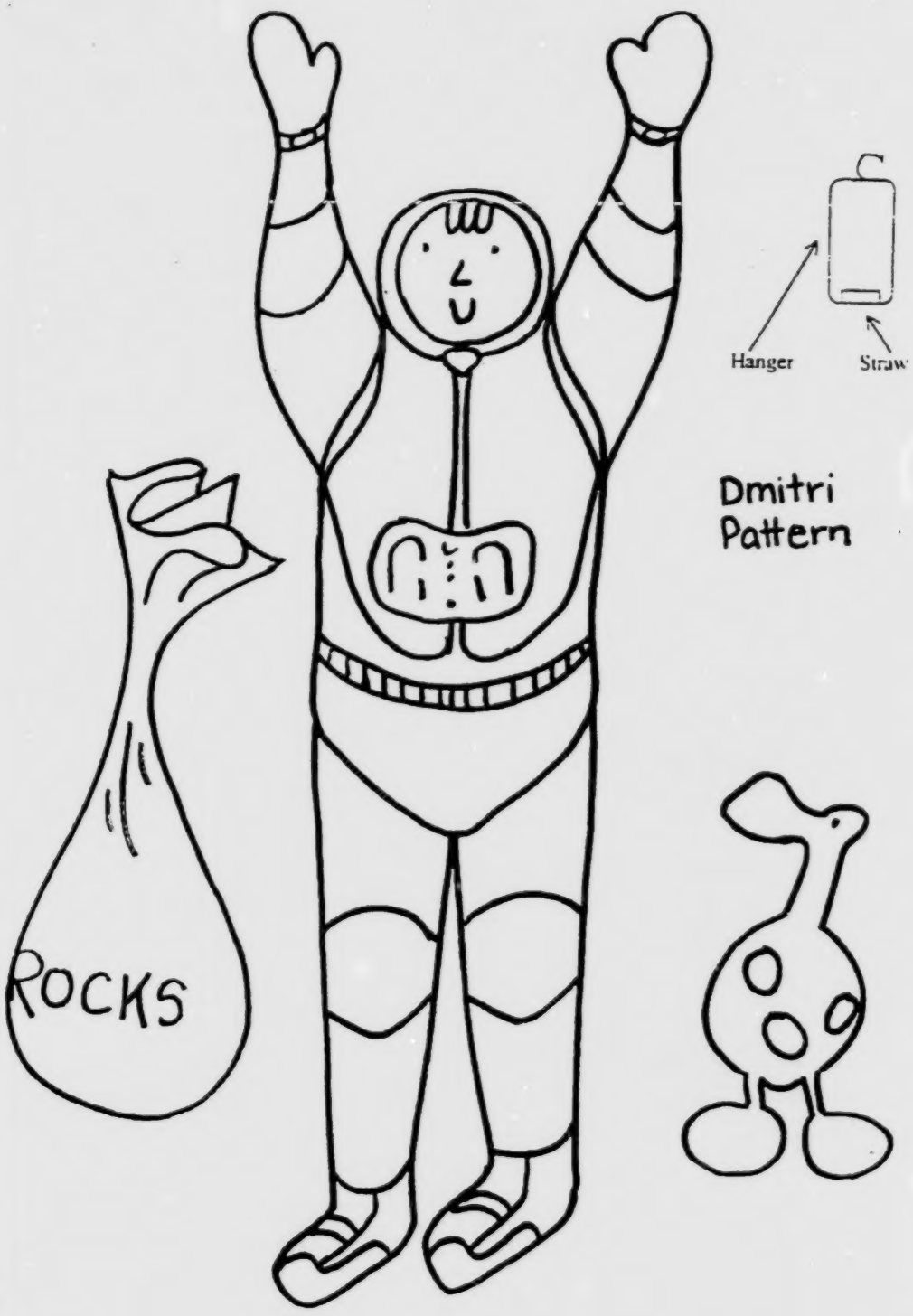
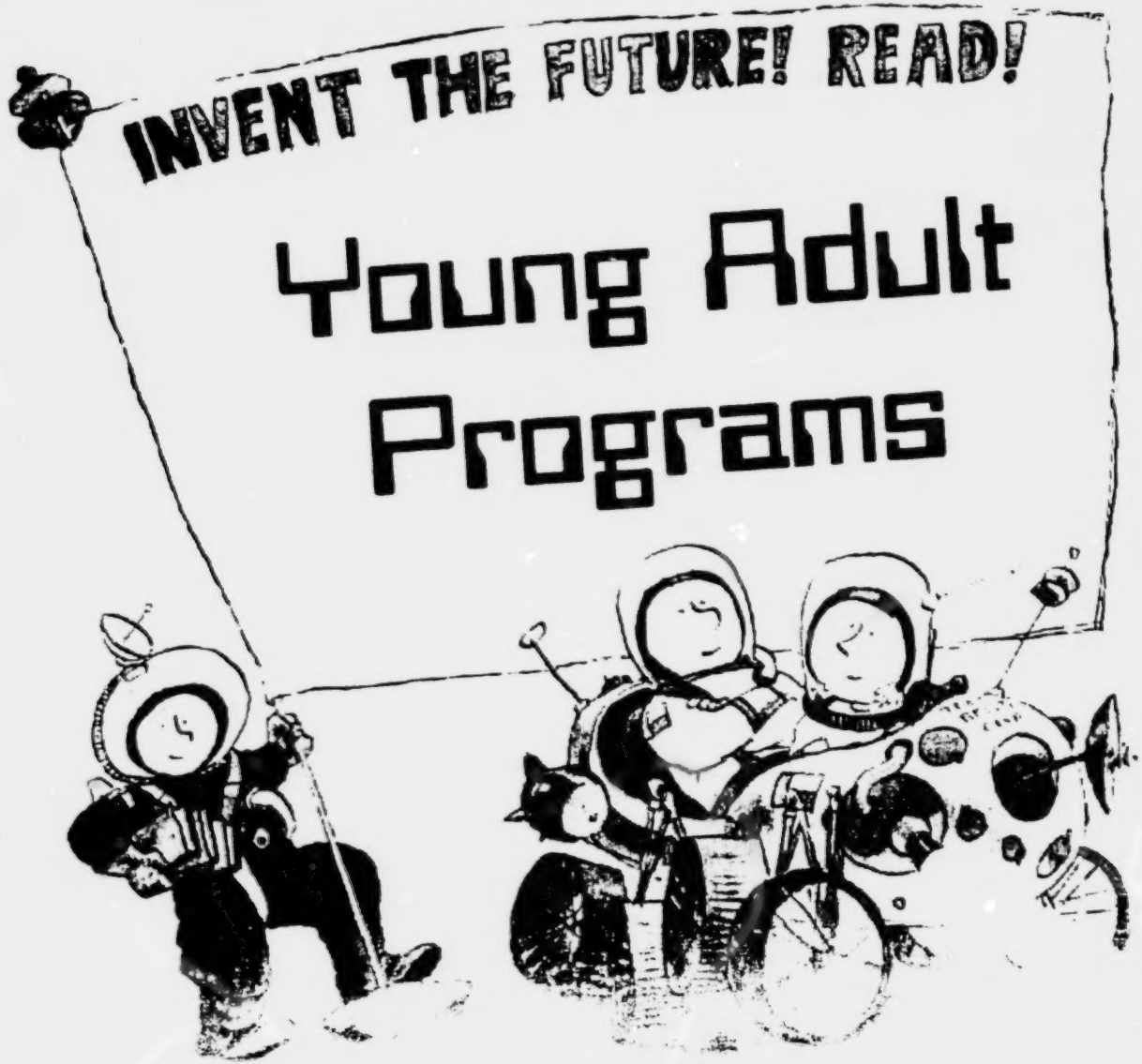
Spin-A-Fortune

Spin-A-Future

Flipping Dimitri Puppet




INVENT THE FUTURE! READ!
Young Adult
Programs

Creation Station

Back to the Future Poetry Slam

In a Poetry Slam a group of poets compete with three-minute performances of their work. Judges score Olympic-style on a scale from 1 to 10, with decimals encouraged. The competition pits poem against poem, poet against poet. It is equal parts poetry, performance, delivery and verve, and, occasionally, theater, stand-up comedy, or monologue pieces that might only be loosely classified as 'poetry.'

A panel of judges may be arranged ahead of time or picked from the audience. Detailed guidelines for presenters, audience, judges, and masters of ceremony may be found at the *Austin Poetry Slam* web site at

<http://victorian.fortunecity.com/parkwood/437/>.

Publicity:

Create flyers and posters inviting teens to write poetry about "life in the future" for a Poetry Slam at the Library. The poems should take no more than three minutes to read. Post them at the circulation desk, in the young adult or teen department, and on bulletin boards throughout your library. Display them at local bookstores and favorite teen places in your community.

Decorations:

Arrange the room café-style with small tables surrounding a stage. Set up a sound system.

Refreshments:

Serve sodas, coffee, cocoa, punch, and cookies.

Ready, Set, Poetry!

After the teens mingle for a short time, the MC invites them to come to the stage one by one to read their original poetry. Expect the audience to respond vociferously! Take photos, or videotape their performances.

Incentives:

If you want to make the poetry slam a contest, offer an incentive. Gift certificates, poetry books, and blank books to write poetry in are a few ideas. A

local bookstore or department store might be willing to donate items to use as prizes. Judges could be teachers, local writers, or librarians. If you do not want to have a contest, you can have a drawing at the end of the readings. Add the names of the teens who participate in the poetry slam to the drawing.

After the Readings:

Play the videotape while teens socialize and await the decision of the judges.

Additional Activity:

Set up a magnetic poetry board for attendees to use before and after the poetry readings. Magnetic poetry kits can be purchased at any large bookstore.

Follow-up:

Display the photos and copies of the poems on the bulletin board in the young adult department of your library.

Web Site:

The *Austin Poetry Slam* includes rules, guidelines for judges, and more.

<http://victorian.fortunecity.com/parkwood/437/>

103 A

Oscar Party

Books to Share:

70 Years of the Oscars: The Official History of the Academy Awards by Robert Osborne.

The Envelope, Please: The Ultimate Academy Awards Trivia Book by Arnold Wayne Jones.

Refreshments:

Serve cookies and soda in plastic champagne glasses.

Decorations:

Hang movie posters, white holiday lights, and stars cut out of cardboard and covered with foil. Put black paper tablecloths sprinkled with confetti in the shape of gold stars on the tables. Write each teen's name on a star-shaped name-tag.

Activities:

Oscar Costumes

Invite teens to come dressed up as their favorite actors and actresses, for instance Leonardo di Caprio and Kate Winslet, for this star-studded affair. Give a mini Oscar award to the best-dressed teen. Play the soundtracks from Oscar winners such as *Titanic: Music from the Motion Picture.*

Guess the Star

As each teen comes in the door, place a nametag on his or her back featuring the name of a movie or popular television star. Each teen must discover the name written on the nametag by asking questions. The other teens can answer any question, but must not reveal the name of the star. The first to figure out whose name s/he is wearing wins a prize.

Trivia Sheet

Use the book *The Envelope, Please: the Ultimate Academy Awards Trivia Book* to create a trivia sheet.

Acceptance Speech

Ask each teen to write an acceptance speech thanking the people who helped them achieve their dream.

Video Time

Videotape the teens as they read their acceptance speeches, sing, or lip sync, act out small skits, or just clown around. Let them view the tape afterward.

Web Sites:

Oscar.com
<www.oscar.com/>

E-Online: Oscars 1999
<www.eonline.com/Features/Awards/Oscars99/>

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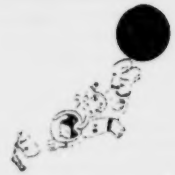


Pop Art

Pop Art is a form of art in which the images come from popular culture or everyday life. In the 1960's, Roy Lichtenstein used enlarged portions of comics and advertisements in his paintings and Andy Warhol painted large Campbell soup cans and celebrities on his canvases. The public found this art to be strange and shocking.

Materials:

- Art books
- Old magazines
- Colored pencils
- Large drawing paper
- Markers
- Scissors
- Glue

Directions:

Select from your library collection a number of books with illustrations of artwork from the Pop Art Movement. Also, bring in a selection of everyday objects and magazines to inspire the teens in creating their own Pop Art. Arrange the objects on a table and let the teens decide which items they would like to draw. Display the artwork in the library.

Web Sites:

Fine Arts Museum of San Francisco Art Images
<http://search.famsf.org/4d.acgi$Search/>

The Andy Warhol Museum
<www.warhol.org/>

ORAL HISTORY PROGRAM

Activity:

Create a simple oral history interview script. Invite elders in your community to attend the program and send them copies of the interview script in advance. You may wish to include representatives of significant ethnic groups. Let the teens interview them and create a newsletter to share with library patrons. Add the newsletter to your web site.

Follow-up Activity:

Give the teens additional interview scripts to take home with them and encourage them to interview their parents, grandparents, and great-grandparents. Display these on your library bulletin board or add them to your web site. Encourage the teens to make audiotapes or videotapes of these interviews.

Web Sites:

Oral History Questions
<www.rootsweb.com/~genepool/oralhist.htm>

Conversations with History
<http://globetrotter.berkeley.edu/conversations/>

Oral Histories Online
<www.lib.berkeley.edu/BANC/ROHO/ohonline/>

Professional Resource:

Record and Remember: Tracing Your Roots through Oral History by Ellen Robinson Epstein.

104 A

Invent the Future

Millennium Feast

Here is a great idea for an end of summer party for your teen volunteers. All recipes make enough to serve six.

Books to Share:

1,000 Years Ago on Planet Earth by Sneed B. Collard III.

The Millennium by Daniel Cohen.

Activity:

Life in the Year 3000

Discuss the book *1,000 Years Ago on Planet Earth* and let the teens peruse it. Ask them to imagine what the world will be like one thousand years in the future and let them write and illustrate their ideas. Display them on a bulletin board or post them onto your web site. Let them publish a newspaper or newsletter.

Time Capsule

Let teens make a list of the most significant events that have occurred during their lives and create a Year 2000 time capsule. Keep a copy in your library to be opened in the year 2020. Place copies of the list in sealed envelopes for each of them to open 20 years in the future. For ideas, look at the web site *CBC4Kids Time Capsule at*

<www.cbc4Kids.ca/general/time/millennium/time_capsule.htm>

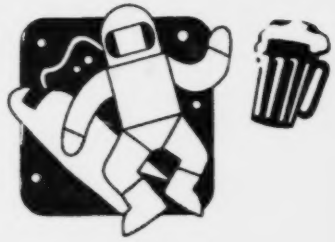
Menu:

Beverage: Milky Way Shakes

Main Course: Space Station Special or Time Warp Wrap

Dessert: Millennium Mud Pie or Warp Speed Waffles

Milky Way Shake



INGREDIENTS:

3 Bananas

3 Cups of milk

12 Ice cubes

Directions:

Put all ingredients in a blender. Blend on high until smooth and foamy. Pour into 6 glasses and serve.

Space Station Special

INGREDIENTS:

3 Pocket pitas cut in half
3 Tablespoons of mayonnaise
1 Teaspoon of mustard
2 Cups of shredded lettuce
1 Cup of chopped cucumber
1 Cup of chopped tomato
1 Cup of your favorite cheese chopped or shredded.

DIRECTIONS:

Mix the mayonnaise and the mustard together in a small bowl. Mix the lettuce, cucumber, tomatoes, and cheese together in a large bowl. Spread some of the mayonnaise mixture inside each pita pocket. Fill each pita with some of the lettuce and cheese mixture.

Time Warp Wrap

INGREDIENTS:

6 Large sized soft flour tortillas
3 Tablespoons of mayonnaise
1 Tablespoon of ketchup
1 Teaspoon of mustard
2 Cups shredded lettuce
6 Slices of your favorite cheese
6 Slices of your favorite cold cut (ham, turkey, bologna)

Bread and butter pickle slices (optional)

DIRECTIONS:

Mix the mayonnaise, ketchup, and mustard in a small bowl. Spread each wrap with some of the mayonnaise mixture. Sprinkle with shredded lettuce. Arrange cheese and cold cuts in a single layer. Add pickle slices if you want. Roll up tightly.

Millennium Mud Pie

INGREDIENTS:

1 Ready to eat chocolate cookie crumb pie crust
6 Ready to eat individual chocolate pudding cups
1/4 Cup chocolate chips or chocolate sprinkles
6 Gummie worms

DIRECTIONS:

Fill the pie crust with the pudding. Sprinkle with chocolate chips or sprinkles. Decorate with gummie worms. Put in refrigerator until ready to eat.

Warp Speed Waffles

INGREDIENTS:

6 Toaster waffles
6 Tablespoons of your favorite jam
6 Scoops of your favorite ice cream

DIRECTIONS: TOAST THE WAFFLES. SPREAD EACH WITH 1 TABLESPOON OF JAM. TOP EACH WAFFLE WITH 1 SCOOP OF ICE CREAM. ENJOY!

Web Sites:

CBC4Kids Time Capsule

<www.cbc4Kids.ca/general/time/millennium/time_capsule.htm>

A Walk through Time

<http://physics.nist.gov/GenInt/Time/time.html>

Youth and the Millennium

<www.millennium.gc.ca/youth_e.html>

Really Good Stuff

E-mail Really Good Stuff at custsrv@reallygoodstuff.com or visit their web site and request a catalog. In the catalog is a Millennium Set that features year 2000 bookmarks, desk mats, and glasses that could be used for the reading club. Or, take the glasses idea and have the kids create their own Millennium glasses.

<www.reallygoodstuff.com/>

Cool Careers

Career Day

Have a career day and invite adult members of the community to talk to teens about their work and the education, knowledge, abilities, and experience required for their professions. Let the presenters sit at tables and speak to the teens individually about their areas of interest.

Advertise your career day in the local newspaper and place flyers in the community. Display books related to careers and higher education. Use the following books and others available at your library, along with the web sites below, to make a handout of career related materials for teens. Follow this program with one on applying for scholarships.

Books to Display

The Princeton Review Guide to Your Career by Alan B. Berenstain.

The Career Connection for College Education: A Guide to College Majors and Related Career Opportunities.

Web Sites

American College Entrance Directory
<www.aaced.com/>

Building the Perfect Resume
<www.teenresumes.com/>

Careers for Teens
<www.futurescan.com/>

College Edge Career Search.

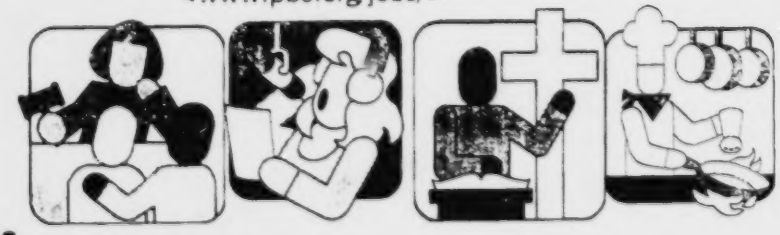
Teens can search for tips about how to decide on a career path.
<www.collegeedge.com/UserProfile/login.asp>

Job Searching for Teens
<http://mail.bcpl.lib.md.us/centers/career/teen.html>

SAT Program
<www.collegeboard.org/sat/html/students/indx001.html>

Student Center.Com
<www.aboutwork.com/>

Teen Career Center
<www.pbs.org/jobs/>



Virtually Real

Trains, Planes, and Automobiles

Books to Share:

Kids' Paper Airplane Book by Ken Blackburn.

Ultimate Classic Car Book by Quentin Wilson and David Selby.

The Car by Gary Paulsen.

Coast to Coast by Betsy Byars.

Sparrow Hawk Red by Ben Mikaelsen.

Sky Pioneer: A Photobiography of Amelia Earhart by Corrine Szabo.

Program Ideas:

Vintage Car Show Contest

Host a vintage car show in the library parking lot with the help of local car dealers. Allow teens to vote on their favorite vintage automobiles. Ask an auto mechanic to explain about car maintenance and why it is needed.

Model Airplane Craft Workshop

Host a model airplane craft workshop with the help of a local craft or hobby store. Instruct teens to bring their models with them to the workshop for one-on-one assistance.

Web Sites:

The History of Ford
<www.netclassics.com/history/>

Milestones of Flight
<www.nasm.edu/GALLERIES/GAL100/wright1903.html>

First Flight
<http://firstflight.open.ac.uk/>

Cyber-Dancing!

Books to Share:

Harvest Moon by Mel Odom.

Isadora Duncan: Revolutionary Dancer by Larry Sandomir.

Martha Graham: A Dancer's Life by Russell Freedman.

Activities:

Dance Class and Contest

Hold a dance contest. Teens sign up individually, as couples, or as dancing groups. Invite local dance studio instructors to come and offer dance instruction in swing, country and western, or other dances prior to the contest, and to be judges for this

event. Include free or discounted dance lesson coupons to the winners of the contest.

Line Dance Party

Invite a dance teacher to instruct the teens in popular line dances.

Invent Techno Music

Techno music is extremely popular with teens today. It is computer generated music with 120-160 beats per minute. Go to <www.mp3.com> to listen to some techno. Contact a radio station at a local college and invite a disc jockey to explain and demonstrate how computers are used to create techno music.

Dance Performances

Invite local cultural dance groups such as Ballet Folklorico to perform at your library and let the teens make crafts related to that culture.

Web Sites:

Take an interactive tour of *This Thing Called Swing.*

<www.lindyhop.co.uk/1198flashtour.htm>

Rock and Roll Hall of Fame

<www.rockhall.com/>

Create a Web Page

Offer a workshop on creating web pages. Encourage each teen to list their hobbies, favorite books, and

book reviews. Tell them not to include their phone number, address, or other personal information. Review each teen's finished page and then add a page to your Library's Youth site with links to each participant's web page. Invite the teens to volunteer at the library to assist younger children with the computers and show them how to create web pages.The following web sites may be useful in designing your program.

Web Sites:

An Internet Primer for Teachers That Have Never Worked with the Internet Before

<www.geocities.com/Athens/4610/>

Bare Bones Guide to HTML

<http://werbach.com/barebones/>

Home Page Generator

<http://teachers.net/sampler/>

Barry's Clip Art Links

<www.barrysclipart.com/>

Caboodles

<www.caboodles.com/>

Clip Art Connection

<www.ClipartConnection.com/>

Clip Art Universe

<www.nzwwa.com/mirror/clipart/>

Technology-Related Fiction Series for Teens

Bruce Balan. The Cyber.kdz series

Scott Ciencin. The Lurker Files series

Tom Clancy. NetForce.

Caroline B. Cooney. Wanted!

Elizabeth Craft, the @cafe series

Jordan Cray, the danger.com series

Stephanie Doyon, It Had to be You

Martin H. Greenberg and Larry Segriff, eds. Future Net

Shariann, Lewitt. Interface Masque.

Wil McCarthy. Murder in the Solid State

Professional Resources for Teen Programming

Books to Share:

Excellence in Library Service to Young Adults by Mary K. Chelton.

Connecting Young Adults and Libraries by Patrick Jones.

Reading Programs for Young Adults by Martha Seif Simpson.

Web Sites:

YALSA
<www.ala.org/yalsa/>

Young Adults Deserve the Best: Competencies for Serving Young Adults
<www.ala.org/yalsa/yalsainfo/competencies.html>

YALSA Booklists
<www.ala.org/yalsa/booklists/index.html>

Teen Hoopla
<www.ala.org/teenhoopla/>

Public Libraries with Young Adults Web Page
<www.suffolk.lib.ny.us/youth/virtual.html>

INVENT THE FUTURE! READ!
Programs for families, Large Groups, & Small Groups

Programs for Families, Large Groups, and Small Groups

Jumanji Program

Books to Share:

Jumanji by Chris Van Allsburg.
The Jungle Book by Rudyard Kipling.
Just So Stories by Rudyard Kipling.

Decorations:

Cut the seams from large garbage bags to open them up double length. Hang them with tape and cover all of the walls. Make leaves from light and dark green construction paper, cut green and brown streamers for vines, and tape to the garbage bags to give the room the look of a jungle. Place stuffed animals and plants around the room. If refreshments will be served, use green cups, plates, and table cloth. Play *Deep in the Jungle; Jumpin' Jungle Rhythms for Kids* by Joe Scruggs..

Games and Activities:

Read *Jumanji* and play the board game.

Creation Station

Goodie Bag Treasure Hunt

Prepare goodie bags with party favors such as rubber bugs, small magnifying glasses, jungle stickers, rubber lizards, pencils with a jungle theme, and little toy jungle animals. Put the goodie bags in a large box decorated like a treasure chest. Make a treasure map to the goodie bags, then cut the map into four pieces and hide each of them separately. Make little rhyming clues to find each piece of the map such as "this is the largest ring around, you use it to shoot and rebound." When the map pieces are found, the children put them together and follow the map to the goodie bags in the treasure chest.

Go on a Safari Hunt

Hide stuffed or plastic animals and let the children "hunt" for them and keep what they find.

Stampede!

Use an overhead projector to enlarge elephants, rhinos, and zebras onto a roll of white butcher

paper. Let the children paint or color them and hang the "stampede" on the wall.

Storytelling:

Invite a storyteller to tell tales about jungle animals, such as Rudyard Kipling's *Just So Stories*.

Music:

Deep in the Jungle; Jumpin' Jungle Rhythms for Kids by Joe Scruggs.

Video:

Jumanji. (104 min.)

Arts and Crafts Program

Books to Share:

Ella's Trip to the Museum by Elaine Clayton.

How to Take Your Grandmother to the Museum by Lois Wyse.

Class Trip to the Spooky Museum: A Hair Raising Lift-the-Flap Tour by Buster Yablonsky.

It's Funny Where Ben's Train Takes Him by Robert Burleigh.

The Lion and the Little Red Bird by Elisa Kelven. Tell this story using a lion puppet, red bird and different colors of yarn to switch on the tail.

Night City by Monica Wellington.

Books to Display:

Draw Fifty Airplanes, Aircraft, and Spacecraft by Lee J. Ames.

Draw Fifty Famous Cartoons by Lee J. Ames.

Stories in Stone: Rock Art Pictures by Early Americans by Caroline Arnold.

American Eye by Jan Greenberg.

Maria de Sautuola: The Bulls in the Cave by Dennis B. Fradin.

Models by Keith Newed.

From Sea to Shining Sea by Amy L. Cohn.

Crafts and Activities:

Quick-Draw Station

Most children love to draw but don't know how to begin. Tips from how-to-draw books can help them get started. Gather how-to-draw books and drawing materials, such as paper, pencils, paints, and crayons. Some books to try are *Draw Fifty Famous Cartoons*, and *Draw Fifty Airplanes, Aircraft, and Spacecraft*, both by Lee J. Ames. Since good drawings are built from basic geometric shapes, such as circles and rectangles, help the children build their visual vocabulary by finding the shapes in objects in the library.

Modeling Clay

Modeling clay can be used over and over again if it is properly cared for. Store clay in tightly sealed

containers such as margarine tubs. Use inexpensive air-dry clays for permanent sculptures. Ask children to plan a sculpture on paper and then create a scale model in clay.

Homemade Clay

MATERIALS:

- 1 Cup salt
- 2 Cups of flour
- 2 Tablespoons vegetable oil
- 1 Cup water
- Food coloring

DIRECTIONS:

Mix the flour and the salt in a bowl. Add water, oil, and food coloring. Try to make red, yellow and blue clay so the children can mix the colors by mixing the clay. If it is too sticky, add more flour. If it is too dry, add more water. Store in a plastic container or bag in a cool place (fridge is good). This fun dough will last quite a while and is a joy for kids to play with and explore.

Fun with Homemade Clay

MATERIALS:

- Homemade clay (recipe above)
- Covered work area
- Craft sticks
- Plastic spoons
- Cookie cutters
- Plastic PVC pipe or wooden rolling pins

DIRECTIONS:

Let the children help to make the homemade clay. Then tell them that they can make whatever they want. They can use plastic spoons, popsicle sticks or cookie cutters to make shapes and creatures. Hand out a few rolling pins or pieces of PVC pipe for the children to roll the clay. PVC pipe is available from plumbing stores and if asked, they sometimes provide it without charge.

Make Decorations

MATERIALS:

- Construction paper
- Beads and sequins
- Glitter and jewels
- Feathers
- Stickers
- Pasta and beans
- Tissue paper
- Bows, ribbon and wrapping paper
- Felt
- Paint
- Foam
- Flowers
- Cotton balls
- Pipe cleaners

DIRECTIONS:

Use these supplies and let the children decorate goodie boxes, masks (Mardi Gras style or other) plastic visors, flower pots, or t-shirts, or anything else that comes to mind.

They can also make tissue paper hats. Let them choose two pieces of tissue paper of coordinating colors. Place a piece of newspaper between them and use masking tape to hold them together. Place this on top of the child's head and wrap masking tape around the crown of the head over the paper. Then turn the tissue paper up all the way around the hat to form a brim using tape as you go. Decorate with flowers, stickers, etc.

Stamp Fun

There are many rubber stamp kits available. Encourage the children to bring their own and share with the group. Provide potatoes and plastic knives so the children can carve their own stamps. Use tempera paint as ink.

Display a book such as *Stamping Fun* by Petra Boase along with code books and let the children create stamps with codes for others to decipher. Display books that show symbols from various cultures such as African, Native American, Celtic, or Egyptian, and encourage kids to design their own personal symbols on their stamps.

Ocean 3-D Mural

On a large sheet of blue bulletin board paper, have the teens create an ocean mural. After studying pictures of different sea animals and inhabitants of the ocean floor, let them draw outlines of these animals on folded extra-large pieces of construction paper using a black marker. Once they have cut around each outline, staple the two matching outlines together leaving one side open. Stuff each sea animal with crumpled newspaper and staple the opening closed. Glue these animals to the mural. Then add a few seashells and twisted green and teal colored crepe paper streamers for kelp.

Watercolor Collage

Paint ocean waves on butcher paper with watercolors. Bring pictures of different kinds of fish. Teens can draw these or use their imaginations to draw others. Each fish should be about 3 inches to 5 inches long. Give basic instruction in how to use watercolors and let them paint their fish. Ask them to cut out the fish, put their name on it, and arrange them onto the ocean background into a collage. Hang the collage in the library.

Web Sites:

Explore Art: Lesson plans and a time line of art activities.

<http://members.aol.com/powers8696/artindex.html>

Pintura:

Art Detective in *The Case of Grandfather's Painting* is an online art history game.

<www.eduweb.com/pintura/>

The Art Room

The Art Room's mission is to provide a virtual learning environment for exploring the world of art for kids ages 8 and up.

<www.arts.ufl.edu/art/rt_room/@rtroom_home.html>

ArtSource

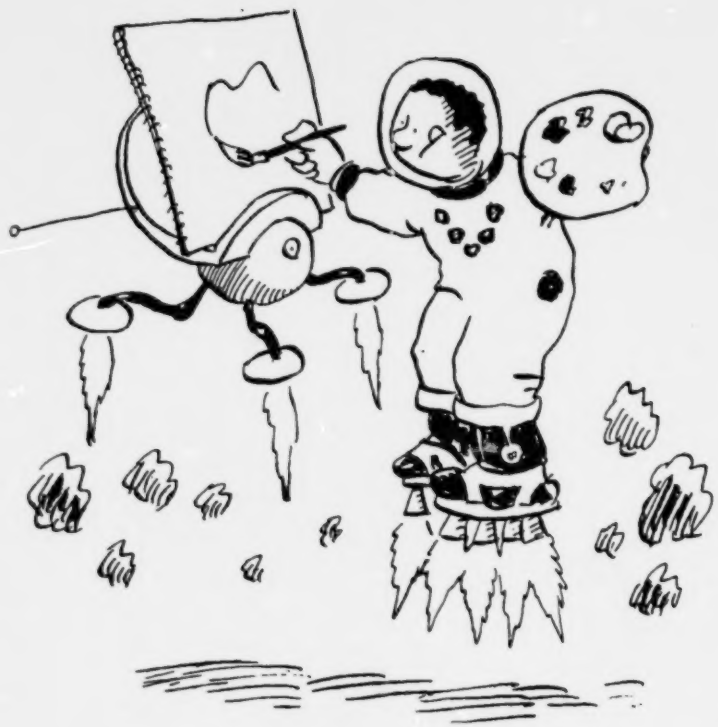
Sponsored by the University of Kentucky, this is a gathering point for networked resources on Art and Architecture. The content is diverse and includes pointers to resources around the net as well as original materials submitted by librarians, artists, and art historians. This site is intended to be selective, rather than comprehensive.

<www.ilpi.com/artsource/welcome.html>

ART

CD-ROM

Play-Doh Creations.



Investigate the Past

Archaeology Dig Program

Books to Display:

Archeology by Jane McIntosh.

Mummies and their Mysteries by Charlotte Wilcox.

Bodies from the Bog by James M. Deem.

Discovering the Inca Ice Maiden: My Adventures on Ampato by Johan Reinhard.

People of the Corn: A Mayan Story by Mary Joan Gerson.

The Mystery of the Hieroglyphs: The Story of the Rosetta Stone and the Race to Decifer Egyptian Hieroglyphs by Carol Donoughue.

Painters of the Caves by Patricia Lauber.

Pyramids by Anne Millard.

Decorations:

Use a neutral color theme such as sand, black, brown, and deep greens. Decorate with picks, shovels, and burlap bags filled with crushed newspaper or straw. Create a sandbox for the dig and stake it off with rope.

Goodie Bags:

Small pails filled with geodes, arrowheads, magnifying glasses, cool rocks, and fossils.

Games and Activities:

Archaeological Dig

Bury fossils, pieces of pottery, Indian arrowheads, other items from different cultures or eras, as well as modern things in a sandbox. Let the children carefully dig them up with hand trowels and sand screens and sort them into the culture to which they belong. Instead of using "real" items, you can make mini-replicas from Fimo or Sculpy clays.

Rock Search

Hide a bag of rocks for each child and give them maps to follow to the site of the hidden rocks.

Fossil Find

Bake fossils or tiny items into playdough. Hide them around or in the sand and let the kids find them. Have them crack them open to see what is inside.

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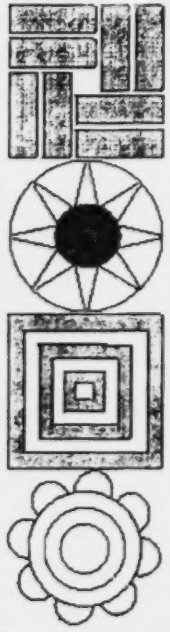
Craft

Cave Painting

Some of the world's earliest artists were cave painters who drew charging buffalo, leaping deer, wild horses and other animals on cave walls, most likely to bring themselves good luck in hunting. Using burnt wood, soil, and leaves, they created strong, black outlines and muted colors still expressive and elegant 13,000 years later.



MATERIALS

- Brown paper grocery bag or brown paper
- Pencil
- Wide black marker or charcoal
- Paintbrushes
- Tempera paint in black and earth tones (red, orange, brown, gold)

DIRECTIONS:

Help the children prepare the surface of the paper bag so that it has a worn and rough appearance like that of a cave wall. Crinkle the paper, spray it with water in the sink but do not soak, and then let it dry completely. A hair dryer will speed the drying time, or you may do this part in advance and demonstrate it to the children.

The children can make a few preliminary sketches of the animals using a pencil and a piece of plain paper. They may follow in the steps of the cave artists and draw prehistoric animals, or they may prefer to depict familiar animals, such as cats, dogs, or birds flying in flocks. Whichever subject they choose, remind them that they need not include every detail but can make creatures from simple shapes such as circles, triangles and rectangles. Tell them not worry if the animals do not look exactly like those in photographs. After all, neither do the original cave paintings!

When they are happy with their sketches, they are ready to draw on the brown paper. Tell them to first make a rough pencil sketch on the bag and then go over the pencil marks with black paint, marker or charcoal, making sure the lines are thick and strong. They can then add details, such as eyes, ears, horns, tails, or antlers. When the black lines have dried, they can paint the figure and background with the earth-tone paints.

To frame the finished drawing, mount it on a piece of black construction paper using glue or rubber cement. If the children really take to this project, they may want to try creating an even more authentic cave painting, using a large flat stone (available at garden centers) for canvas and, with help, natural materials such as soil, leaves, dandelions, or a charred stick for drawing.

Web Sites:

Archaeology
<www.rom.on.ca/digs/munsell/>

Archaeological Adventure
<http://tqd.advanced.org/3011>

Make a Mummy. See this cool project at:
<www.rom.on.ca/egypt/mummy/mum1.html>

Hieroglyphics and the Translations:
<www.idsc.gov.eg/tourism/tor_trn.htm>

Here is a great site for explaining what archaeology is and how a dig is performed.
<www.rom.on.ca/digs/munsell/>

Explore the Present

Camping Program

Books to Share:

Overnight at Mary Bloom's by Aliki.

Berenstain Bears Go To Camp by Stan and Jan Berenstain.

Sleep Out by Carol Carrick.

Nature Walk by Florian Douglas.

North Country Night by Daniel San Souci.

Treasure and Scavenger Hunts: How to Plan, Create, and Give Them by Gordon Burgett.

Decorations:

Set the stage for a midsummer night's fun right inside your library! Gather a few items that will help you set the mood. Encourage youngsters to relax and gaze at the stars and firefly lights while you read a favorite story by lantern light.

- Hang small, white, blinking Christmas lights to serve as flashing fireflies.
- Affix some glow-in-the-dark stars to your library ceiling. These may be purchased at nature stores such as Natural Wonders.
- Set one or two child-safe fans on a low setting to provide a simulated summer breeze.
- Play a recording of nature sounds to fill the air with the chirps of crickets and the peeps of frogs.
- Push tables and chairs out of the way, and spread picnic blankets on the floor.
- Turn off overhead lights, close the blinds, and switch on one or two battery-operated lights or lanterns.

Snacks:

Make no-bake s'mores out of graham crackers, marshmallow crème, and chocolate bars, or put mini-marshmallows, chocolate chips, and graham cereal in baggies.

Activities and Games:

Campfire Stories

Suspend sheets or blankets from the ceiling to create a "tent" in your children's area. Have a "family campfire stories" night.

Camping Trip

You need at least two people who already know how to play the game.

Play begins with one person saying,

"I'm going on a camping trip and I'm going to bring..."

The first player chooses anything s/he would like to bring on the trip. Using a sleeping bag as an example, they say:

"A sleeping bag."

The next player says,

"I'm going on a camping trip and I'm going to bring..."

The second player picks anything s/he would like to bring on the trip, but it must begin with the letter "G", since the last letter of "sleeping bag" is a "G." The second person might choose to bring a grasshopper. The other players all say together,

"Okay, you can bring a grasshopper on our camping trip."

The next player must then take a turn and name an item that begins with the last letter in "grasshopper."

If someone says they will bring something that does not begin with the last letter of the item the previous player named, all players say together,

"No, you can't bring that!"

The next player takes a turn and play continues until everyone catches onto the game.

Backpack Memory Game

This activity is packed with visual-memory skills. In advance, bring in a backpack and a variety of items you might take on a camping trip, such as sunglasses, a book, a flashlight, etc. Invite a child to name each item, then pack them in the backpack while the children watch carefully. Ask one child to take the backpack into another room or behind a bookshelf and remove one item. Then open the backpack and let the children name the missing item. Continue the game by having other children take turns packing and removing items. Increase the number of items in the backpack as the children's visual memory improves.

Jokes and Riddles: ?

How do bees get to school?

By buzz

Why shouldn't we pollute the ocean?

Because it'll get seasick.

What do frogs wear to keep their feet cool?

Open-toad shoes.

Mother: Why'd you put a spider in your brother's bed?

Sister: Because I couldn't find a toad

What can you do if you're surrounded by lions, tigers, leopards, and bears?

Jump off the merry-go-round.

Why don't anteaters ever get sick?

Because they're full of ant-i-bodies.

What do Smokey the Bear, Winnie the Pooh, and Tony the Tiger all have in common?

They all have the same middle name.

Guest Speaker:

Invite a representative from a sporting goods store to display camping gear and tell families about great camping sites near your town.

Scavenger Hunt:

Create a scavenger hunt for items in your library. *Treasure and Scavenger Hunts: How to Plan, Create, and Give Them* by Gordon Burgett, and some of the web sites below may spark ideas!

Web Sites:

Camp-a-roo
<www.camp-a-roo.com/>

Big Bird Goes Camping
<www.ctw.org/preschool/games/play/0,1167,1208,00.htm>

Texas Parks and Wildlife Kids' Page
<www.tpwd.state.tx.us/adv/kidspage/kidspage.htm>

Smokey's Official Homepage
<www.smokeybear.com/index.html>

Ranger Rick
<www.nwf.org/nwf/kids/>

Songs for Scouts
<www.macscouter.com/Songs/index.html>

Kat's lost in the woods again? Can you help him find his way home?
<www.abctooncenter.com/katslost.htm>

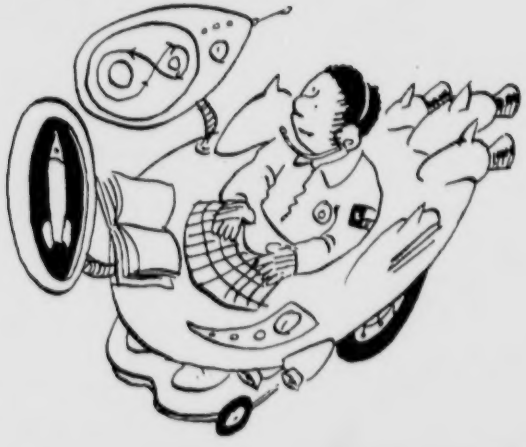
Directions for making your own Internet Scavenger Hunt
<www.san-marino.k12.ca.us/~valentine/projects/scaveng.html>

OMSA Internet Scavenger Hunt
<www.cs.rpi.edu/~maniattb/OMSA/scavenge1.html>

Internet Scavenger Hunt
<http://forum.swarthmore.edu/ces95/scavenger.html>

Cyberbee
<www.cyberbee.com/>

CyberSurfari
<www.cybersurfari.org/>



INVENT THE FUTURE

MIB (MEN IN BLACK) PROGRAM

Decorations:

Decorate with green, silver and black balloons and streamers. Make flying space ships using two aluminum pie plates, one inverted on top of the other. Before sealing them together with glue or tape, pass a thread or fishing line though the bottom of one. Suspend them from the ceiling at different heights. For planets, tape blown, blue, or green balloons to the ceiling. For comets, tape red and orange balloons with ribbon hanging down. Tape the paper planets and comets at different heights.

Goodie Bags:

Fill with geodes, alien items, astronaut ice cream, MIB items, and space pops. Have an identification badge with an agent letter on the front for each child and let them put their fingerprint on the inside along with stats such as "home planet, sector, and special skills." Fill bags with tinsel for effect.

Crafts:

Make Aliens

Let the kids use their own creativity to create alien beings using the following supplies.

MATERIALS:

- Toilet paper tubes
- Pipe cleaners
- Wiggle Eyes
- Tape
- Glue
- Yarn
- Tissue paper

Space Ships

MATERIALS:

- Colored paper plates
- Colored paper bowls
- Glitter
- Pipe Cleaners
- Glue
- Crayons
- Pens

DIRECTIONS:

Glue an overturned paper bowl to a paper plate. Let the kids decorate with glue, construction paper, glitter, pipe cleaners, crayons and pens. Give prizes for the most alien and imaginative. Let the kids fly their new craft in a space race and give a prize to the one that flies the farthest.

Space Suits

Give each child a paper bag, slit up the back with holes cut for the head and arms. Let them decorate their "space suits."

Games and Activities:

Robot Arm

Children form two teams. A child on one team is the "operator" and a child on the other is the "robot." Use a bandana or scarf to cover the robot's eyes.

Set one or more objects throughout the room in different areas at waist level. Let the robot look around the room, then cover the robot's eyes. Make sure s/he cannot see.

At "Go," the operator must give the robot commands such as forward, left, right, arm out, down, pick-up, etc. These commands should direct the robot to the item(s). The operator must then give commands to have the robot return.

When the task is accomplished, a robot and an operator are chosen from the opposite teams. Use a stopwatch or timer to time each team. The winning team is the one whose operator directs the robot to the items in the least amount of time.

For younger players, have the robot sit and use only an arm. Cover his/her eyes and place the objects around them. The operator then gives the commands for the robot's arm.

MIB Relay

Have a relay race to see which team can dress in MIB clothes the fastest. Use black suits, old shoes, white shirts, and ties from thrift stores. Form two teams and have the first person in each line race to the pile of clothes, put them on over their own, put on sunglasses, and have their picture taken for an ID badge. Then s/he races to the next person in line and helps them dress. The first team to have pictures taken for ID badges for all members wins.

Musical Meteors

Make meteor shapes out of poster board and place them in a circle on the floor. Tape them to the rug or floor so they do not slide. Use one less shape than the number of children in the game. Play music and let the children walk in a circle. When the music stops, each child must be on a meteor shape! The child who is not standing on a meteor is out of the game. Remove one meteor shape and continue until only one player is left!

Living in Space

Obtain the booklet "The Mars Millennium Project" from the National Arts, Sciences, and Technology Education Initiative. This booklet has ideas and exercises for leading a group of children to imagine and design a community on Mars. Get the free booklet by e-mailing the sponsors at mars@pvcla.com or visit the web site at <www.mars2030.net>. Another book to use that has worksheets and discussion ideas is *Understanding a Millennium* by Gary Grimm and John Artman.

More Game Ideas:

Space training: "Captain May I?"

Smash a rocket piñata.

Animal Word Scramble

Unscramble this puzzle and then play "Simon Says" with animal actions

CORNACO _ _ _ _ _ _ _

REDE _ _ _ _

IRLEQSUR _ _ _ _ _ _ _ _

ROUTT _ _ _ _ _

BTOCBA _ _ _ _ _ _

SMOOPUS _ _ _ _ _ _ _

ERD OXF _ _ _ _ _ _

VEEBAR _ _ _ _ _ _

TREFLTUBY _ _ _ _ _ _ _ _ _

CLABK ABER _ _ _ _ _ _ _ _ _

UNOGGHORD _ _ _ _ _ _ _ _ _

LARDCAIN _ _ _ _ _ _ _ _

SREHCCE WLO _ _ _ _ _ _ _ _ _ _

DREAMNASAL _ _ _ _ _ _ _ _ _

LEDIF OSMUE _ _ _ _ _ _ _ _ _ _

UNKKS _ _ _ _ _

TOMOQUIS _ _ _ _ _ _ _ _

AMHUN GNEBI _ _ _ _ _ _ _ _ _ _

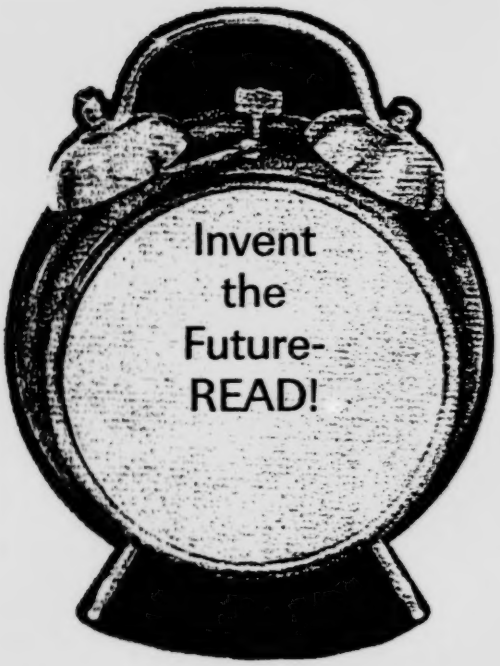
PROCKOWEED _ _ _ _ _ _ _ _ _ _

FLUBGLOR _ _ _ _ _ _ _ _

HINTS:

Bobcat; Skunk; Raccoon; Squirrel; Screech Owl; Bullfrog; Trout; Opossum; Red Fox; Human Being; Beaver; Groundhog; Cardinal; Salamander; Butterfly; Field Mouse; Deer; Black Bear; Mosquito; Woodpecker

Bookmark



1. Copy on to heavy paper
2. Cut out bookmark and clock .
3. Fold top part of bookmark towards the front, along dotted white lines .
4. Tape or glue clock to the folded over flap at the top of the bookmark.

BEST COPY AVAILABLE

Pencil Holder

1. Copy on to heavy paper.
2. Cut along solid lines.
3. Fold along dotted lines.
4. Using tape or glue, attach edges.
5. To assemble bottom, fold short flaps, then long.
6. Apply tape or glue to secure bottom.

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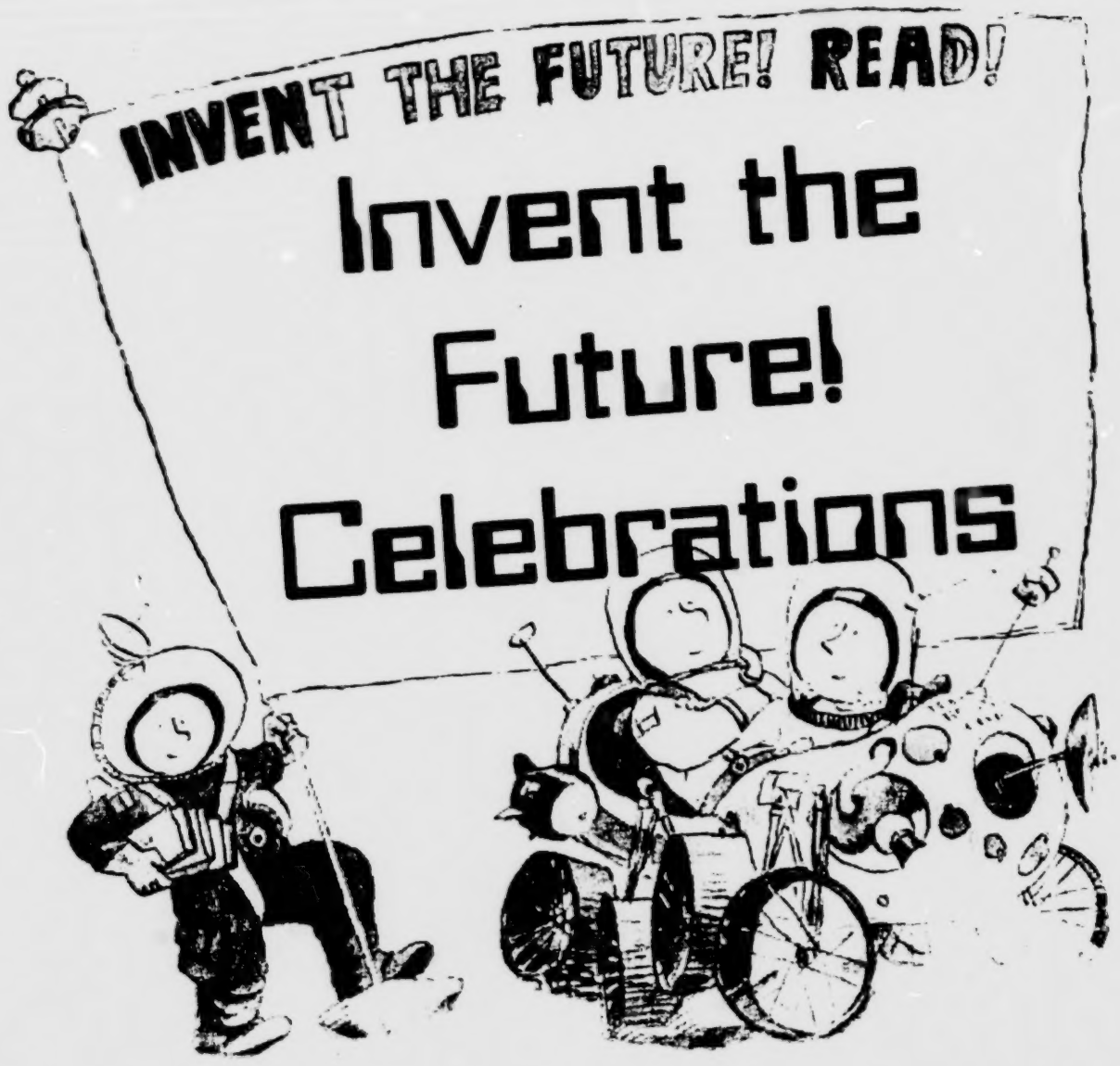
INVENT THE FUTURE! READ!
Invent the
Future!
Celebrations

Invent the Future Celebrations

Here are some ideas for a kickoff or end-of-summer program for your reading club. The activities reflect on the past and look to the future.

Millennium Reading Club Kickoff Party

Feature a family celebration with crafts, music, and face painting. Hang festive lights and register children for the Reading Club at the event.

Making noise is a traditional way to celebrate new beginnings. Kick off your Reading Club by gathering alarm clocks and timers and setting them for a particular time. When the alarms sound, begin a Reading Club Parade. Make it extra fun by including some of the crafts and ideas below.

Crafts: ✂

Noise Makers

Let the children make noise-makers and shake them when the alarm clocks sound and during the parade around the library.

MATERIALS:

- Clear plastic cocktail glasses
- Beans, rice, buttons, and brightly colored beads
- Colored tape

DIRECTIONS:

Pour a handful of beans, rice, buttons, and beads into a glass. Place another glass on top, matching rim to rim. Tape the two together with the colored tape. Lead a parade around the library and allow the children to shake their noisemakers.

Flag It

Let the children design colorful flags or banners to represent the reading club and march in the kickoff parade waving their flags or carrying their banners. Decorate the children's department with them after the parade.

Millennium Fashions

Provide cardboard cut outs to be decorated as future style clothes. Let the children decorate them with cloth, colored paper, glitter, etc., and wear their designs during the parade.

Millennium Mascot

Have a contest to create a reading club mascot, or select one yourself and use it to decorate your library. Some ideas might be a millipede (which means "thousand feet"), "K2 the Koala," or "Techno 2000," the future guy super hero.

Wishing Tree

Collect a variety of small trinkets that suggest an activity or accomplishment, such as a coin for wealth, kazoo for learning music, an owl for knowledge. Write short fortunes on scraps of paper. Wrap a trinket and a fortune in a scrap of wrapping or tissue paper. Tie each at the top with a length of ribbon and hang them on a branch of a real or artificial tree you have set up on display. At a designated time, participants take a fortune from the tree and read it.

Activities:

Multi-cultural Costumes

Invite children to dress to represent elements from their own cultural traditions at the kick-off party for an even more colorful parade.

Mini Olympics

The summer games of the XXVIIth Olympiad will take place in Sydney, Australia in 2000. The Olympics should attract more than 10,000 athletes from 171 nations. Look at books about the Olympics. Think of ways the year 2000 Olympics could be made different. Then host a mini Olympics at the library!

Invent the Future Follies

Host a celebration with a space-age theme and decorate accordingly. Play sound tracks from science fiction movies such as *Star Wars* and *E.T.*

Books to Display:

Aliens for Breakfast by Jonathan Etra.

Aliens Ate My Homework by Bruce Coville.

Close Encounters: Exploring the Universe with the Hubble Space Telescope by Elaine Scott.

The History News: in Space by Michael Johnstone.

Magic School Bus: Lost in the Solar System by Joanna Cole.

Earth Hounds as Explained by Professor Xargle by Jeanne Willis.

Activities:

Rocket Piñata

Let the children smash a rocket piñata. You may wish to make one with instructions in a craft book. You can also order one from a local company or Piñata Design at <www.pinata design.com/>.

Alien Bingo

Write "Alien" across the top of the card instead of "Bingo." You may wish to use a dry erase board to write down the numbers as they are called. This can be a challenge for the bingo caller and the kids! Prizes can be items related to outer space and space travel.

Song:

A-L-I-E-N

(Sing to the tune of "B-I-N-G-O." Repeat the verse seven times. After the first verse, drop one letter each repetition, beginning with "A", and replace each with a handclap. On the last verse, children clap five times without speaking.)

There was a creature from outer space and Alien was his name-oh.

A-L-I-E-N, A-L-I-E-N, A-L-I-E-N,

And Alien was his name-oh.

Crafts:

Invent the Future Mobile

Copy the mobile pattern at the back of this chapter onto heavy cardstock. Let the children color the star, sun, moon, and rainbow and cut out the pieces.

Let them connect the pieces of the mobile by attaching the sun, moon, and star to the rainbow with string. The rainbow is at the top and the star is in the middle. The sun and moon attach to the ends of the rainbow.

Invent the Future Pencil Holder

Copy the pattern for the pencil holder at the end of this chapter onto heavy cardstock. Let the children paint or color it and follow the directions for assembly.

Robots

Let the children build robots from various sized boxes and tubes and then paint them with gold or silver paint or cover them with tin foil.

Games:

Phone Home

Divide the children in teams of two or more and give them a mission to build a radio tower using blocks or other materials that can be stacked.

On "Go," let the teams begin building for a specified period of time. The winning team builds the highest tower that does not tumble down. The towers must be free-standing.

Alien World

Fill a room with blown up balloons and let the kids play in it. This activity is not for toddlers!

Alien Planet Exploration

Hide different objects or space rocks (rocks wrapped in foil.) Other hidden objects might include plastic Easter eggs with trinkets and stickers inside, unusual plastic animals or alien figures, and candies. If you set up the "Alien World" balloon room...hide them in that.

Pin the Planet on the Solar System

Blindfold the children and let them pin space ships on a poster of the solar system. The child who lands closest to earth wins!

Milky Way Mash

The children are each assigned one of three planet names and then sit in chairs in a circle. One child stands in the center of the ring and calls out one of the planet names and all the kids with that planet then have to scramble to another seat. The person in the middle tries to get one of the vacated chairs. Whoever is left standing is then in the middle. If the child in the middle wants to really make things fun, s/he shouts "Milky Way" and everyone scrambles to a new chair.

Lunar New Year Celebration

Book to Share:

Sam and the Lucky Money by Karen Chinn.

Animals of the Chinese Zodiac by Susan Whitfield.

Books to Display

Gung Hay Fat Choy by June Berhrens.

Celebrating Chinese New Year by Diane Hoyt-Goldsmith.

Decorations:

Lucky Money Packets

Use the book, *Festival Decorations* by Annie Civardi and Penny King to make lucking money packets, bright bunting and fabulous fans.

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Use the book, Festival Decorations by Annie Civardi and Penny King to make lucking money packets, bright bunting and fabulous fans.

Red Paper Good Luck Wishes

During the Lunar New Year, many Chinese families hang red scrolls around their homes to wish their family members good luck. On the scrolls they write poems and wishes with black or gold ink on red paper. Red symbolizes happiness and good fortune. Here is a way for you and your family to wish each other a good year!

Materials:

- Red paper (cut 4 x 11 inches)
- Black or gold ink pens
- Scissors
- Two drinking straws or two wooden chopsticks
- Red string or yarn
- Clear adhesive tape

Directions:

Cut the red paper into long vertical strips. On the paper write a wish to a family member. Place a straw or wooden chopstick at each end of the paper and fold or roll the edges of the paper around them. Tape down the edges to hold them in place. Tie the red string or yarn onto the ends of the top straw or chopstick and it is ready to hang.

Activity:

Chinese Zodiac

The year 2000 is the Year of the Dragon. Let the children use books such as *Animals of the Chinese Zodiac* by Susan Whitfield to determine their own birth sign animal and associated characteristics. You may wish to make bookmarks or coloring pages for each animal and give them to the children.

Games:

The web site *Gamekids* at <www.gamekids.com/> suggests many crafts, games, and activities from Asian cultures that are traditionally played at the time of the Lunar New Year. Some of these are included below. Children will enjoy these active games at any time. Try including some of them in your Reading Club Celebrations.

Catch the Dragon's Tail

(Best suited for children 8 years and older.)

This game requires a minimum of 10 players. Have everyone stand in a straight line and face forward. Each child then takes both of their hands and places them on the child's shoulders standing in from of them. The child in the front is the dragon's head. The last person in line is the dragon's tail. The object of the game is for the head to catch the tail. When it is time to start, the tail shouts "Go!" The head then turns around and begins to run to catch the tail. The head cannot run too fast or twist or turn in such a way that the body might break apart. If the dragon's body breaks up it dies.

Once the head tags the tail the game stops. The head now becomes the tail and the person who was second in line become the new dragon's head. The game is over when everyone has had a chance to play or when the children are too tired to play anymore.

Eagle and Chickens

(Best suited for children 8 years and older.)

This game is similar to the one above. You will need at least 10 people. One child is the "eagle." Everyone else stands in a straight line and puts their hands on the shoulders of the child in front of them. The first child in line is the "mother hen" and the last child is the baby "chick." Everyone in between is a chick. The eagle stands about five feet away and faces the mother hen. When the last chick says, "Go!" the eagle begins to try to catch the last chick. The mother hen and the rest of the chicks try to protect the last chick. The line of chicks must always hang onto the person in front of them as they twist and turn to protect the last chick. The last chick is out of the game when tagged by the eagle, and the eagle becomes the last chick. The game continues until all the chicks are tagged.

Clap, Clap-Listen!

(For children ages 5 – 8. Younger children may be frightened by blindfolds, so allow them to choose whether or not they wish to play.)

This game is from Vietnam. A minimum of five children are needed to play. One player is blindfolded. Everyone else spreads out around the play area. The adult leader leads the blindfolded person by the hand to the area where everyone is standing. The leader then takes the blindfolded person back to the starting position. Everyone then begins to clap and the blindfolded person listens to the clapping and finds and tags each child. The children who are clapping must not move from the spot in which they are standing. Each child stops clapping one they are tagged. The game ends when everyone has been tagged and all clapping has stopped.

Find the Leader-Zhao Lingxiu

(For children ages 5 and above.)

This is a fun game in which listening and observation skills are important. The children sit or stand in a circle. One child goes out of the room. The rest of the players choose a leader. The leader makes up actions and sounds with his or her hands, such as clapping, snapping, patting a head or a shoulder, etc. All other players imitate whatever the leader does. The person who went out of the room is then called back in and must guess who the leader is. The game continues and s/he guesses right. Then the leader leaves the room and the group then selects someone else to be the next leader.

Stone, Scissors, Paper

(Suitable for children of all ages. Let the children get into groups of three to play.)

This game is known as CHING, CHANG, POK in China or JAN, KEN, PO in Japan. You can play this game with only two people or with teams. The object is to beat your opponent.

The opponents face each other and close their right hand into fists. Both opponents then say the words together in rhythm and move their fists up and down with each word. When the third word is spoken, the opponents open their hands into one of three signs:

Paper - hold out all five fingers

Scissors - hold out the second and third fingers, close the thumb over the last two fingers (like the victory sign)

Stone – keep hand in a fist.

When chanting in English, the children say, "paper, scissors, stone, - paper, scissors, stone - paper, scissors, stone." On the word "stone" they make one of the three signs.

When chanting in Chinese the children say, "ching, chang, polk, - ching, chang, polk, - ching, chang, polk."

When chanting in Japanese, the children say, "jan, ken, po - jan, ken, po - jan, ken, po."

The winner is determined as follows:

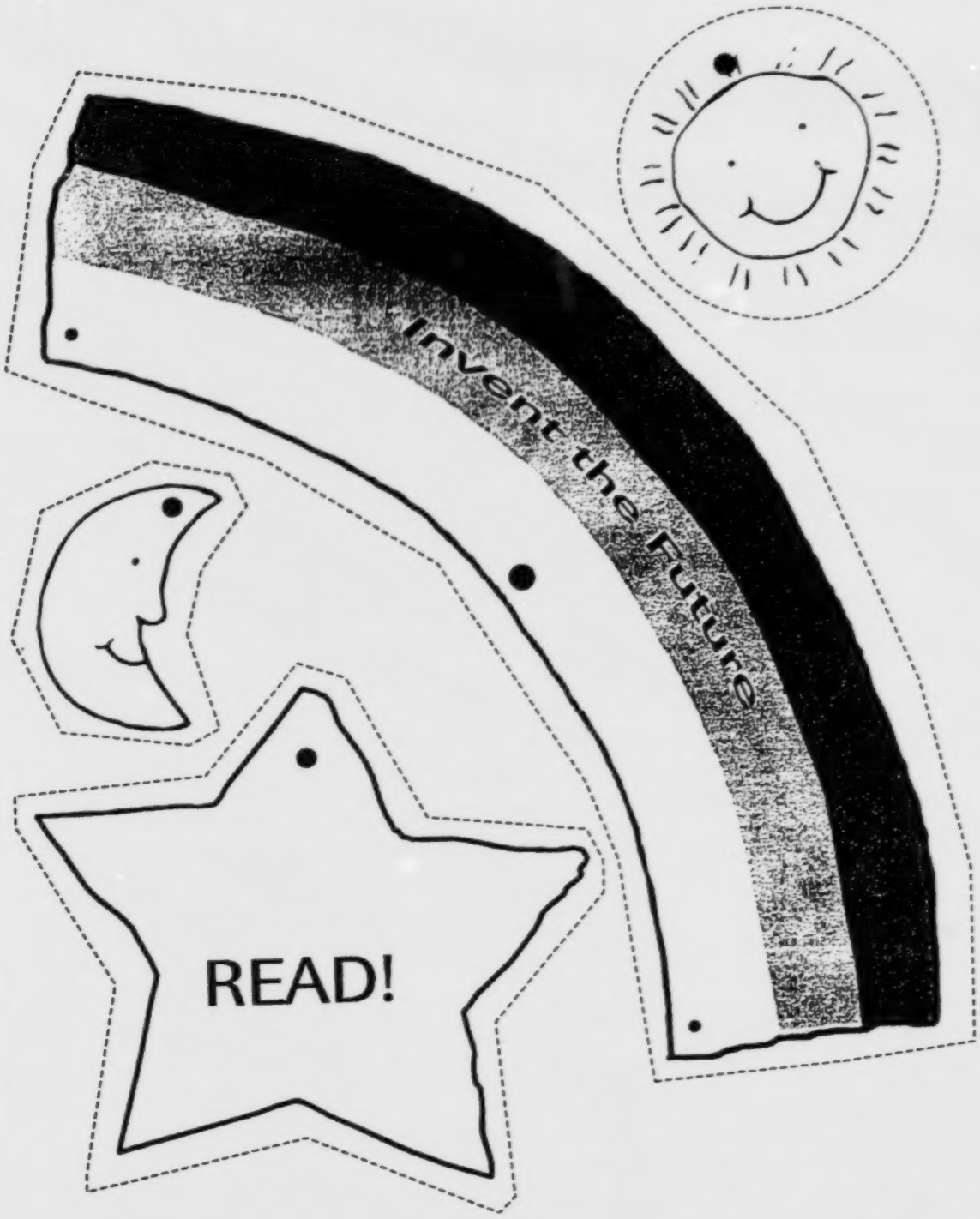
Paper wins over **Stone** because it can wrap around stone.

Stone wins over **scissors** because it can break scissors.

Scissors wins over **paper** because it can cut paper.

If both players make the same sign, it is a tie and they start over.

Invent the Future Mobile (front)



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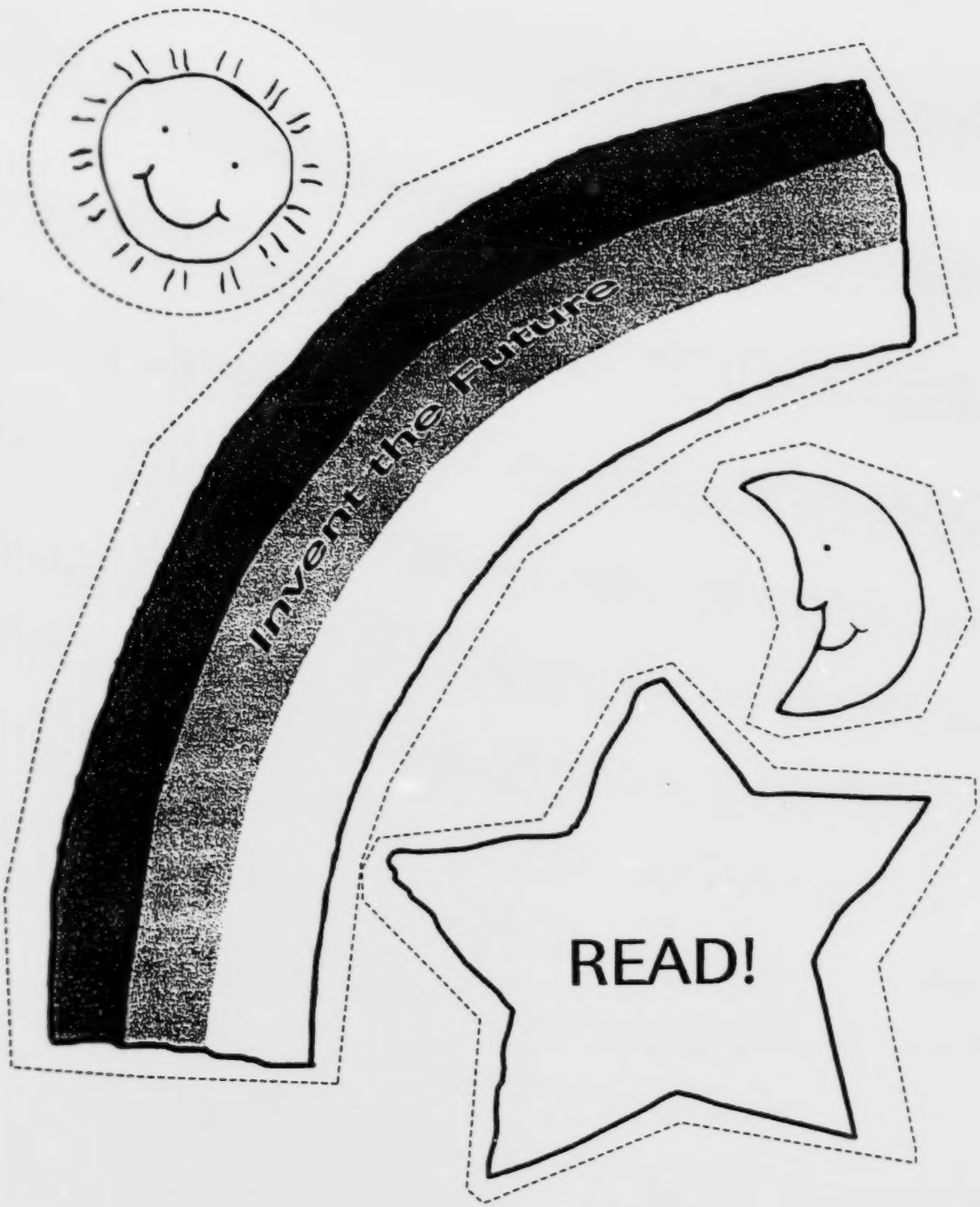
Invent the Future Mobile (back)



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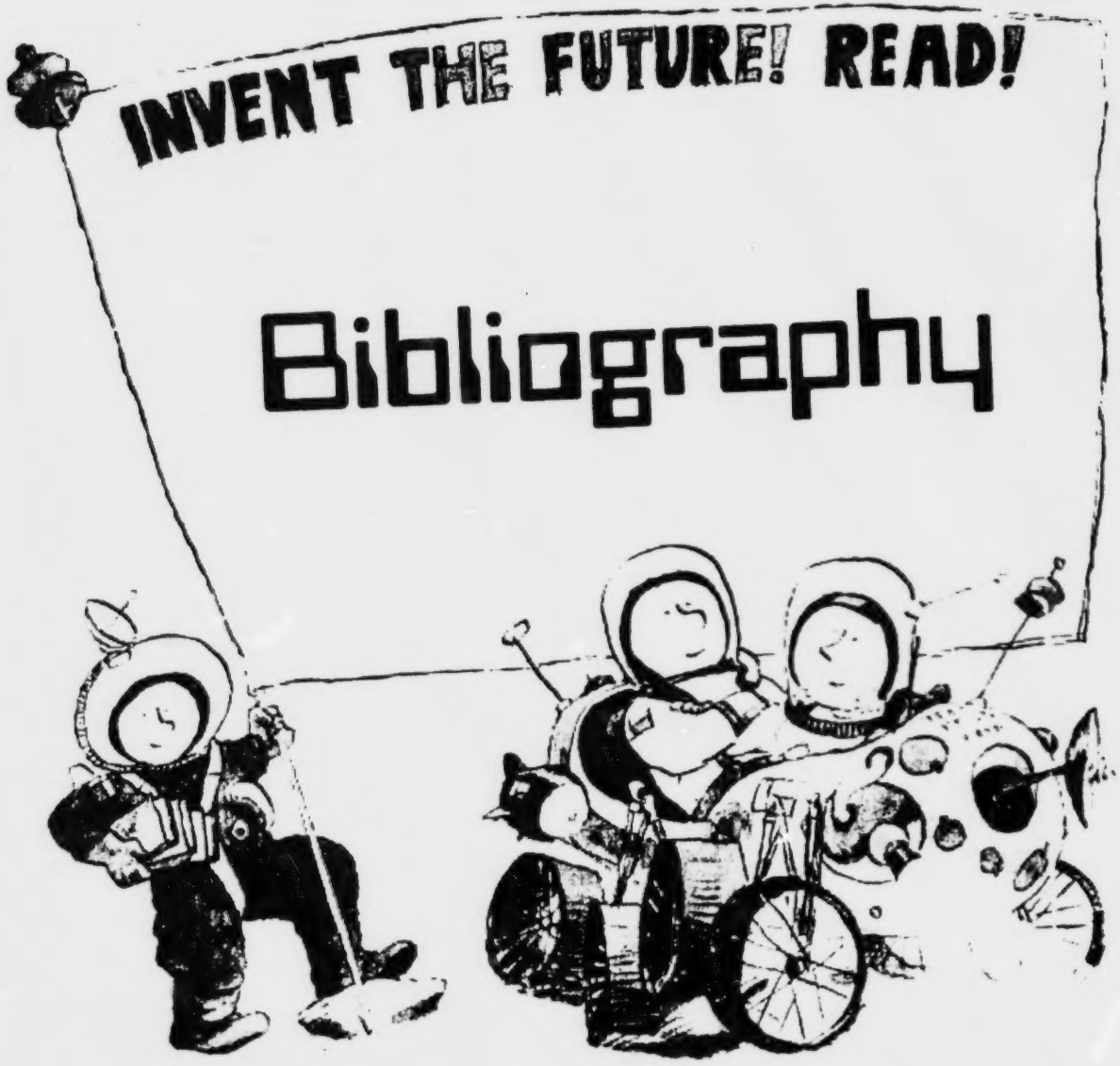

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Dmitri goes on a long space mission and is forgotten upon his return, but remembered with the help of a new alien friend.

Alborough, Jez.
It's the Bear. Candlewick Press, 1994. **(P)**
Eddie and his mom go into the woods for a picnic and meet a very large, very hungry bear.

Allen, Jeffrey.
Mary Alice Returns. Little Brown & Co., 1986. **(P)**
A creative telephone operator finds innovative solutions to the many problems of the people in town.

Ames, Lee J.
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Ames, Lee J.
Draw Fifty Famous Cartoons. Doubleday, 1979. **(I)**
A how-to drawing book featuring cartoon characters.

Angliss, Sarah.
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Speculates about what life will be like in the next century, discussing population growth, power sources, architecture, and jobs.

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Looks at the future of space travel including nuclear fission powered spacecraft, teleporting, and time travel.

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Overnight at Mary Bloom's. Greenwillow, 1987. **(P)**
A child has a wonderful time when she spends the night at her grown-up friend's apartment.

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Sam's Wild West Show. Dial, 1995. **(P)**
Sam and his wild west show entertain the townsfolk and catch two bank robbers before moving to the next town.

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Shows rock art from the Coso Range of mountains in the Mojave Desert.

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Happy Birthday, Moon. Prentice Hall, 1982. **(T)**
Favorite tale about the bear who gives the moon a hat for it's birthday.

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I Can Roar. Crown, 1997. **(T)**
Using the mylar mirror on the back page, the reader is encouraged to make various animal sounds.

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Alien bugs from outer space land during the annual Bug Ball. The earth bugs are initially frightened but end up inviting the aliens to the coronation and dance honoring the new king and queen bug.

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The concept of time is presented in a whimsical tale about a family of pigs as they prepare and begin their journey to the beach in an attempt to get there before it closes for the day.

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The Completed Hickory Dickory Dock. Aladdin, 1994. **(P)**
Recounts the antics of a young mouse each hour after the clock strikes one.

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Countdown to 2000: A Kid's Guide to the New Millennium. Gibbs-Smith, 1996. **(I)**
Activities to help children prepare for the new century, including envisioning what future life will be like and making a time capsule.

Bailey, Gerald and Andy Boot.
Prophecies: Can You See in the Future? Element, 1998. **(I-Y)**
This book is about ancient and new-age prophecies, and how accurate they are at predicting the future.

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Blackout in the Amazon (Cyber Kdz, No. 4). Camelot, 1997. **(I)**
Josh and Tereza are enjoying a vacation in the Amazon rain forest when they learn of a band of smugglers, out to make money by causing great harm to the natural environment of the rain forest and great harm to those who find out what they're up to. It's another situation that calls for help from the Cyber.kdz, and it takes the computer skills of their online friends Sancheev and Deeder to get them out alive. Also read *When the Chips are Down*, and *In Pursuit of Picasso* by this author.

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On Stage: Theater Games and Activities for Kids. Chicago Review, 1997. **(I)**
An all about theater, must-have book.

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Dinosaurs, Dinosaurs. Carousel, 1989. **(T)**
In this sturdy board book with radiant colors and bold simple text, the youngest child can travel back in time to a place where all the many different types of dinosaurs roamed.

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Bones, Bones, Dinosaur Bones. Ty Crowell, 1990. **(P)**
In a unique look at the process of assembling a giant dinosaur skeleton from its fossilized remains, children follow a team of paleontologists as they set out to locate the bones, load them onto trucks, and take them back to the museum for careful restoration. Vivid color illustrations complete this educational experience.

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Byron Barton's trademark vibrant full-color illustrations are paired with colorful text about dinosaurs suited to youngsters learning to identify objects, shapes and colors.

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Draw Future Worlds. Lowell House, 1998. **(I)**
An art instruction book that shows children how to draw what the world might be like in the future.

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Parallel Universe: An Interactive Time Adventure. Franklin Watts, 1997. **(I)**
History is combined with science fiction in this book that features twenty objects from the future placed in historical settings.

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The technology and biology of bionics, genetic engineering and the study of longevity are explained.

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Explains the significance of the Chinese New Year and describes its celebration by Chinese Americans.

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The A to Z Beastly Jamboree. Lodestar, 1996. **(P-I)**
An alphabet book with a twist as a wild cast of characters does the oddest things, such as zebras zippering a Z, and lions launching an L.

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Random House, 1998. Career guide featuring a self-test from the famous college.

Berenstain, Stan and Jan.
Berenstain Bears Go To Camp. Demco, 1987. **(I)**
The Berenstain cubs enjoy day camp, although they are dubious about the end-of-season pow-wow and sleep-out at the top of Skull Rock.

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The Bernstein Bears Lost in Cyberspace. Random House, 1999. **(P-I)**
When Brother Bear and his classmates get laptop computers as a school experiment, they become lost in cyberspace, cruising chat rooms, exchanging email, clicking onto Web sites, and neglecting their friends and family.

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Kids' Paper Airplane Book. Workman, 1996. **(I)**
A book of simple, innovative designs for planes with bold graphics that teaches children how to do stunts and build a three dimensional airport with things around the house. Includes sixteen models, 76 full-color planes, and a colorful pull-out airport poster.

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Stamping Fun. Lorenz Books, 1996. **(I)**
Rubber stamp ideas, crafts and projects.

Boynton, Sandra.
Moo, Baa, La, La, La. Simon & Schuster, 1995. **(T-I)**
Cute cartoon animals dance and sing through this board book.

Bridwell, Norman.
Clifford's Animal Sounds. Scholastic, 1991. **(T-P)**
Clifford the small red puppy meets a variety of animals and discovers what kinds of sounds they make.

Brimner, Larry D.
The World Wide Web. Children's Press, 1997. **(I)**
A basic overview of the World Wide Web, including the history of its development and details on how to use it.

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They Saw the Future: Oracles, Psychics, Scientists, Great Thinkers, and Pretty Good Guessers. Atheneum, 1999. **(I-Y)**
A collection of chapter biographies about twelve personalities who had a knack for predicting what lay in the future.

Brown, Marc.
Authur's Computer Disaster. Little Brown & Co., 1997. **(P-I)**
Arthur disobeys his mother by playing his favorite game on her computer, which leads to a lesson in taking responsibility for one's actions.

Brown, Margaret Wise.
Goodnight Moon. Harper, 1947. **(T-P)**
Traditional bedtime tale of saying good night to objects in a child's bedroom.

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George Mouse's First Summer. Dutton, 1985. **(P)**
A young mouse loves to experiment in his secret workshop and invents a wagon to help gather food for the coming winter.

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The unusual purple rock that Bob has found begins to talk, telling him that it fell out of a space ship and needs Bob's help to return to the planet Kal-dor. The subject matter will help lure problem readers and the simple vocabulary will keep them going.

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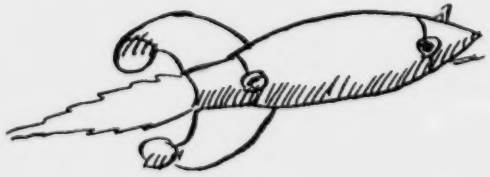
The Timetables of Technology: A Chronology of the Most Important People and Events in the History of Technology. Simon & Schuster, 1993. **(I-Y)**
Essays, biographies, and a detailed timeline of general inventions and developments in agriculture and construction, communication, energy, food and agriculture, materials, medical technology, tools and devices, and transportation from prehistoric times to 1993.



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Step-by-step advice, hundreds of ideas, a ready-made scavenger list, and all the details needed to create scavenger hunts.

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Surf Sammy's New Computer. Roof Publishing Co., 1998. **(I)**
This book is a fun introduction to teaching kids about computers. The rhyming is great, and it explains complex concepts about computers in easy bite-sized (pun intended) way.

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It's Funny Where Ben's Train Takes Him. Orchard, 1999. **(P)**
After Ben draws a train, he hops on and goes for an artistic ride.

Butcher, Nancy.
Caught in the Net. Bantam Books, 1997. **(I)**
When Ghostwriter goes online to help Jamal battle an evil computer hacker, he gets swept into the Internet, while Lenni discovers that making friends by electronic mail can lead to dangerous acquaintances.

Byars, Betsy.
The Computer Nut. Viking Press, 1986. **(I)**
Ten-year-old Kate begins a communication exchange on a computer with someone purporting to be from outer space who says he will soon pay a visit to Earth.

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Coast to Coast. Yearling, 1994. **(Y)**
Realizing that sending her grandfather, Pop, to live in a nursing home will kill his already dying spirit, Birch urges Pop to take the cross-country plane flight of which he has always dreamed, and to take Birch with him.

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A history and discussion of the fortified private dwellings that were built in Europe only during the Middle Ages, with particular attention to the castles of Britain.

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Do the following invention activities from this book. "Minimum Maximums," p. 25; "Inventing Rube Goldberg Style," p. 38; "Fantasy Inventions," pages 101, 105. 107, 112, and 117.

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Murals: Cave, Cathedral to Street. Lerner, 1996. **(I)**
Tells the history of murals from the cave paintings of Romans, Egyptians, Italians, and Mexicans.

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Sleep Out. Houghton Mifflin, 1973. **(I)**
Anxious to try out his new camping gear, Christopher sleeps out alone on his first night in the country and almost regrets that he didn't wait for his father to come along.

Carter, David.
Bugs in Space. Little Simon, 1997. **(T-I)**
Join Captain Bug Rogers and Robobug on their three-dimensional close encounters with Great Red Bug of Jupiter, bewildering UFBs (unidentified flying bugs), and awesome Alien Bugs.

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A rainbow of bugs in all shapes and sizes introduces readers to colors.

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Counting. Little Simon, 1993. **(T-P)**
With the able assistance of the colorful pop-up bugs, small children learn about numbers and counting.

Carter, David.
Says Who? A Pop-up Book of Animal Sounds. Little Simon, 1993. **(T-P)**
Funny animals describe sounds in pop-up format.

Chapman, Gillian.
Exploring Time. Millbrook, 1995. **(I)**
Cleverly designed projects using simple classroom materials introduce the concept of time, from minutes on a clock to an entire life span, and its relationship to the outside world.

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Excellence in Library Service to Young Adults. ALA, 1997. **(L)**
Programs such as networking through technology in an Alaskan high school, a literacy program for teen parents and their babies in Decatur, Georgia, homework centers, reading groups, booktalks, and oral history projects are presented in a clear format.

Chinn, Karen.
Sam and the Lucky Money. Lee and Low, 1995. **(P-I)**
Anticipating spending his gift of Lucky Money on Chinese New Year's day, Sam accompanies his mother to Chinatown, where he watches a dancing New Year's lion, visits many colorful and good-smelling shops, and learns a special lesson.

Ciencin, Scott.
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If you like the kind of book that "traps" you and doesn't let you put it down, then Lurker Files are for you. These mysteries feature the Internet and unusual characters.

Civardi, Anne and Penny King.
Festival Deocrations. Crabtree, 1998. **(I)**
Exotic and amazing decorations, including lucky money packets, used in celebrations and festivals around the world inspire children to create their own holiday decorations, including lucky money packets.

Clancy, Tom.
NetForce. Berkley, 1999. **(Y)**
A new series of novels for young adults starring a team of troubleshooting teens--the Net Force Explorers--that knows more about cutting-edge technology than its teachers.

Clayton, Elaine.
Ella's Trip to the Museum. Greenwillow, 1996. **(P)**
Ella visits an art museum and learns to look at art in a new way.

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Cameras: From Daguerreotypes to Instant Pictures. Crown, 1978. **(I)**
A history of cameras and photography, from the 19th-century discovery of photographic images to modern instant photos.

Cohen, Daniel.
The Millennium. Archway, 1998. **(Y)**
Kids can read about celebrations throughout the world. They will be transported to the Egyptian Pyramids and the biggest rock concert of all time, to Times Square where millions of people watched 24 giant TV screens, and other millennium events from Bangkok to Peru.

Cohn, Amy L.
From Sea to Shining Sea. Metropolitan Museum of Art, 1993. **(I)**
A collection of American songs featuring artwork from the Metropolitan Museum of Art.

Cole, Joanna.
The Magic School Bus Lost In The Solar System. Scholastic, 1990. **(P-I)**
Ms. Frizzle and class go on a field trip into outer space.

Collard, Sneed B. III
1,000 Years Ago on Planet Earth. Houghton Mifflin, 1999. **(I)**
This book takes readers back a thousand years in time to discover what was happening in twelve different civilizations one thousand years ago.

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Mishmash and the Robot. Archway, 1981. **(P)**
Mishmash, the floppy eared dog, befriends the robot that gives away peanut butter in the supermarket.

Cooney, Caroline B.
Wanted! Scholastic, 1997. **(Y)**
When her father is murdered and the police obtain an e-mail confession that implicates her, Alice Robie realizes she will have to flee and prove her innocence.

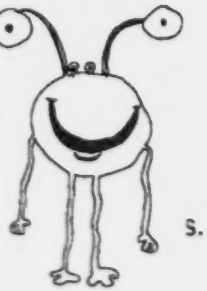
Coville, Bruce.
The A. I. Gang: Operation Sherlock. Minstrel Books, 1995. **(I)**
Reluctantly accompanying their scientist parents on an expedition, five brilliant but wacky kids decide to outdo themselves until a mad bomber shows up threatening to foil everything. Also by this author: *Is Your Teacher an Alien?* Pocket Books, 1998.

Coville, Bruce.
Aliens Ate My Homework. Minstrel, 1993. **(I)**
Between a bully who likes to mash bugs in his hair, a pair of twin siblings who are more than a double handful, and a long absent father, Rod Albright figures he has about all he can handle. Then the tiny spaceship Ferkel and its crew of five wacky aliens crash land in a tub of papier mache in Rod's bedroom.

Craft, Elizabeth.
The @cafe Series. Archway, 1998. **(Y)**
Meet the staff of @café: Natalie, Dylan, Blue, Sam, Tanya, and Jason. They run the hippest coffee shop in San Francisco -- and they have the coolest site on the Internet.

Cray, Jordan.
Danger.Com series. Aladdin, 1997. **(Y)**
Enter the world of the Internet--where there are no rules, where you can be anyone you want. Discover exciting new places and meet people from around the world.

Crews, Nina.
I'll Catch the Moon. Greenwillow, 1996. **(T)**
A child imagines going to space, catching the moon, and taking it on an adventure.



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Beyond 2000: Micromachines and Nanot
Amazing World of the Ultrasmall. Dillon,
A very basic and surface explanation of na
which is the science of making microchip

s.

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Computers of the Future: Intelligent Machines and Virtual Reality. Dillon, 1995. **(I)**
A brief history of counting machines and the future direction of computers, such as virtual reality and robots are explored. Have the children design a computer or robot of the future.

Darling, David J.
Could You Ever: Build a Time Machine. Dillon, 1991. **(I)**
This book examines the nature of time, time machines, and the possibility of time travel and discusses Einstein's relativity theory, and the possibility of time travelers from the future visiting us in the present.

Deem, James M.
Bodies from the Bog. Houghton Mifflin, 1998. **(I)**
Describes the discovery of bog bodies in northern Europe and the evidence their remains reveal about themselves and the civilizations in which they lived.

Derolf, Shane.
The Crayon Box that Talked. Random House, 1997. **(P-I)**
A deceptively simple poem in which a child's box of crayons conveys the message that when we all work together, the results are much more interesting and colorful.

Dexter, Catherine.
The Doll Who Knew the Future. Beech Tree, 1994. **(I)**
When they became the guardians of a talking doll that is actually the reincarnated Oracle of Delphi, three children soon discover how difficult their task will be.

DeZetter, Hank.
Who Says Dogs Go Bow-wow? Yearling, 1997. **(P)**
Presents animal sounds in many different languages.

Dickson, Loiuse.
The Kids Guide to Fortune Telling. Kids Can, 1998. **(I-Y)**
A step-by-step guide of instructions for various types of fortune telling including palmistry, rolling dice, and paper folding.

Donoughue, Carol.
The Mystery of the Hieroglyphs: The Story of the Rosetta Stone and the Race to Decifer Egyptian Hieroglyphs. Oxford University Press, 1999. **(I)**
A picture-filled history of the decoding of Egyptian hieroglyphics, including the discovery of the Rosetta Stone, the steps leading to deciphering it, and some basic information on how to read hieroglyphs.

Doyon, Stephanie.
It Had to be You. Bantam, 1996. **(Y)**
Exchanging romantic letters with an anonymous boy on the Internet, Rebecca Lowe gets cold feet when she learns that her cyberlove is someone she dislikes in school.

Duncan, Alice F.
Willie Jerome. Atheneum, 1995. **(P)**
Willie in the book Willie Jerome by Alice Faye Duncan, loved to play his trumpet all day long. Everyone, except his sister, called it noise.

Ehlert, Lois.
Eating the Alphabet. Harcourt, Brace, and Jovanovich, 1989. **(P)**
An alphabet of food.

Elliot, Marion and Belinda Hodson.
The Grolier Kid's Craft Funny Face Book. Grolier, 1997. **(I)**
This book provides instruction for face painting and creating headgear using make up, cardboard, fabric, and other materials. Try the "Rocket Man" headband and face painting on page 14 or the "Technobot" on page 36.

Epstein, Ellen Robinson.
Record and Remember: Tracing Your Roots through Oral History. Scarborough House, 1994. **(Y)**
Each person has an interesting story to tell. This book offers methods for creating a record of the lives and times of those you love.

Ernst, Lisa Cambell.
Sam Johnson and the Ribbon Quilt. Lothrop, Lee, and Shepard, 1983. **(P)**
Sam Johnson is convinced that his all-male quilt club can win the blue ribbon at the local fair.

Etra, Jonathan.
Aliens for Breakfast. Random, 1988. **(I)**
Finding an intergalactic special agent in his cereal box, Richard joins the extraterrestrial in a fight to save Earth from the Dranes, one of who is masquerading as a student in Richard's class.

Fakin, Kimberly.
Off the Clock : A Lexicon of Time Words and Expressions. Ticknor & Fields, 1994. **(I)**
A collection of words about time and the legends, historical anecdotes, and scientific facts that explain them.

Fleming, Denise.
Barnyard Banter. Owlet, 1997. **(T-P)**
From pasture to hayloft, cows moo, kittens mew, hens cluck, and pigs muck, but Goose is hiding. Energetic text filled with rhyming barnyard noises invites young readers to chime in.

Flynn, Mike.
Emergency Planet Earth: A Beginner's Guide to Survival in the Future. Copper Beech, 1998. **(I)**

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A fact filled book that looks at the future and highlights frontline scientific research. The book explores global warming, meteorites, viruses from space, etc.

Fox, Paula.
The Village by the Sea. Yearling, 1990. **(Y)**
When her father enters the hospital to have open-heart surgery, ten-year-old Emma is sent to Peconic Bay to live with her tormented aunt and finds the experience painful until she meets a friend who suggests making a miniature village in the sand

Fradin, Dennis.
Maria de Sautuola: The Bulls in the Cave (Remarkable Children series). Silver Press, 1997. **(P-I)**
The true story of Maria de Sautuola, an 8-year-old Spanish girl, who discovered the first known prehistoric cave paintings while working with her father in Altamira Cave in 1879.

Florian, Douglas.
Nature Walk. Greenwillow, 1990. **(P)**
Two children walk through the woods with a guide, explore trails, and observe nature around them.

Freeman, Russell.
Martha Graham: A Dancer's Life. Clarion, 1998. **(Y)**
Martha Graham (1894-1991) referred to her dancers as "acrobats of God." Here is the life story of Graham, a dancer, choreographer, and teacher for more than 70 years.

Fromental, Jean-Luc.
Broadway Chicken. Hyperion, 1995. **(I)**
Charlie the chicken rises from being the dancing star of a New York City arcade to becoming the toast of Broadway, but despite the movie deals, Charlie yearns for the simpler times back home on Canal Street.

Gackenbach, Dick.
Tiny for a Day. Clarion, 1993. **(P)**
After shrinking his dog and his baby sister, Sidney decides to try the invention himself and comes out 3 inches high.

Geissen, Steve.
Willie and the World Wide Web. Three Leaves Pub., 1998. **(I)**
Willie McBee finds a magical CD-ROM on his birthday. He can choose to literally enter his computer and fly through the Internet and explore the World Wide Web, or he can press exit and the disk will be forever erased.

George, Jean Craighead.
Dear Rebecca, Winter is Here. Harper Collins, 1993. **(I)**
A beautifully illustrated book that explains how one season follows another until a year has gone by.

Gerrard, Roy.
Jocasta Carr, Movie Star. Roy Gerrard, 1992. **(P)**
Jocasta must fly to Wangaloo in the Java Sea to rescue her co-star dog Belle from the clutches of a nefarious Hollywood producer.

Gerson, Mary Joan.
People of Corn. Little Brown, 1995. **(P-I)**
A Mayan version of the story of Creation describes how the Maya believed that corn was much more than a food. It was the spirit of life itself. Thy story explains their belief that the first people on Earth were actually made from corn.

Getz, David.
Almost Famous. Holt, 1992. **(I)**
Ten-year-old Maxine is determined to become a famous inventor so she can take care of her younger brother's heart condition, and she convinces a troubled classmate to help her.

Gibbons, Gail.
Dinosaurs. Holiday House, 1987. **(P)**
Introduces in simple text and illustrations the characteristics and habits of a variety of dinosaurs.

Glassman, Carl.
Hocus Focus: The World's Weirdest Cameras. Watts, 1976. **(I)**
Describes a number of unusual cameras, such as a vest camera, a book camera, and a paper camera. Instructions for making a pin-hole camera are included.

Graham, Ian.
Photography and Film. Watts, 1997. **(I)**
Traces the history of photography and film from the first sepia photographs to today's high-tech film, cameras, and special effects.

Gray, Libba Moore.
My Mama Had a Dancing Heart. Orchard, 1999. **(P)**
Captured by her mother's infectious love of dance, a young girl joyously follows her mother in a dance through the seasons, from a frog-hopping, hello spring ballet through a slow-motioned, snow-angel winter dance.

Greenberg, Jan.
American Eye: Eleven Artists of the Twentieth Century. Delacorte, 1995. **(I-Y)**
A companion to the highly acclaimed *The Painter's Eye* and *The Sculptor's Eye*, *The American Eye* features biographies of 11 artists and full-color reproductions of over 50 artworks.

Greenberg, Martin.
Future Net. New American Library, 1996. **(Y)**
Sixteen never-before-published science fiction stories about the perils and promises of the Internet explore such cyber-situations as a chat room romance gone horribly wrong and a grieving man given the chance to access life after death.

Greer, Gery.
Max and Me and the Time Machine. Harper Trophy, 1988. **(I)**
Steve buys a time machine at a garage sale and takes his friend Max to the year 1250, where they land in the middle of a jousting match.

Haas, Dorothy.
Burton and the Giggle Machine. Bradbury Press, 1992. **(I)**
When Burton invents a machine to make people laugh, it arouses curiosity and greed in the evil Professor Savvy. The sequel to Burton's *Zoom Zoom Va-Rooom Machine*.

Hamanaka, Sheila.
Hokey Pokey. Simon & Schuster, 1997. **(P)**
A picture book version of the children's song with some facts in the back. Use with music from *Dancin' Magic*.

Haslam, Andrew.
Time. World Book Inc, 1996. **(I-Y)**
An illustrated book of projects exploring the mysteries of time and how it is measured.

Hawkes, Nigel.
The Fantastic Cutaway Book of Spacecraft. Dorling Kindersley, 1995. **(I)**
Cutaway illustrations and text reveal how the space shuttle and other spacecraft work and what astronauts do in space.

Herbst, Judith.
Big Hand Little Hand. Barrons, 1997. **(I)**
Designed to teach toddlers how to tell time, an appealing set of verses on half-size pages above a clock face take kids through the day, from 6 a.m. to 12 midnight.

Hicks, Clifford B.
The Marvelous Inventions of Alvin Fernald. Holt, 1960. **(P-I)**
Mysterious happenings at the old Huntley place cause young inventor Alvin to launch a new series of creations that bring extraordinary results.

Himmelman, John.
The Day-Off Machine. Silver Press, 1990. **(P)**
Graham's new invention combines with a big snowfall to force his busy beaver family to take a day off from their chores.

Hindley, Judy.
Soft and Noisy. Hyperion, 1992. **(T)**
This book enumerates the many kinds of sounds that can be heard by listening carefully.

Hitzeroth, Deborah.
Movies: The World on Film. Lucent Books, 1991. **(I)**
Presents a history of motion pictures and discusses their technological development, movie stars, social aspects, censorship, and violence.

Hoban, Tana.

26 Letters and 99 Cents. Greenwillow, 1987. **(P)**
This innovative concept book is two books in one. First, young readers can learn the alphabet, then they can turn the book over and count from 1 to 99 using combinations of coins.

Holzentahler, Jean.
My Hands Can. Dutton, 1978. **(T)**
A book filled with movements that the children can emulate.

Hopkinson, Deborah.
Sweet Clara and the Freedom Quilt. Knopf, 1993. **(P-I)**
A young slave stitches a quilt with a map pattern that guides her to freedom in the North.

Howe, James.
The Watcher. Aladdin, 1999. **(Y)**
The Watcher is a serious story of a confused, broken, abused girl who observes the world instead of participating in it. By alternating four points of view, author James Howe explores the watcher and the watched--revealing how fantasy can drown us and how expressing our needs aloud can save us.

Hoyt-Goldsmith, Diane.
Celebrating Chinese New Year. Holiday House, 1998. **(I)**
Celebrated photo-essayists, Hoyt-Goldsmith and Migdale relate the splendid pageantry of a Chinese-American boy's New Year's celebration in San Francisco's Chinatown.

Hubbard, Patricia.
My Crayons Talk. Henry Holt, 1996. **(P)**
A young girl's crayons shout, sing, hoot, and scream brief bouncy rhymes throughout the book. Bright, highly animated illustrations jump off the pages of this simple yet catchy book.

Hubbell, Patricia.
Pots and Pans. HarperCollins, 1998. **(T)**
A playful toddler poem that celebrates the fun of making noise with pots, pans, cans, and lids.

Hurd, Thatcher.
Mama Don't Allow. Harper, 1984. **(P)**
Miles and the Swamp Band have the time of their lives playing at the Alligator Ball, until they discover the menu includes Swamp Band soup.

Hutchins, Pat.
Clocks and More Clocks. Aladdin Paperbacks, 1994. **(P)**
Not one of Mr. Higgins' four clocks kept the correct time until the Clockmaker assured him they were all correct.

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Isadora, Rachel.
Ben's Trumpet. Greenwillow, 1979. **(P)**
Ben wants to play the trumpet but only has an imaginary one until a local musician discovers his ambition.

Isadora, Rachel.
Max. Collier, 1984. **(T-P)**
Max finds a new way to warm up for his Saturday baseball game--his sister's dancing class.

Jardin, Alexander.
Cybermama: An Extraordinary Voyage to the Center of Cyberspace. Dorling Kindersley., 1997. **(I)**
When the digitized keepsakes of their late mother are accidentally erased, the Wren children enter a virtual transporter and catapult themselves into the computer's memory to search for her.

Johnstone, Michael.
The History News in Space. Candlewick, 1999. **(I)**
Presented as a series of contemporaneously written newspaper articles, this book traces the relationship between humanity and space.

Johnson, Crockett.
Harold and the Purple Crayon. Harper & Row, 1955. **(T)**
Harold uses a magical purple crayon to draw the world around him.

Johnston, Tony.
The Quilt Story. Putnam, 1985. **(P-I)**
Long ago, a young girl named Abigail put her beloved patchwork quilt in the attic. Years later, another girl discovers the quilt and makes it her own, relying on its warmth to help her feel secure in a new home.

Jonas, Anne.
Color Dance. Greenwillow, 1989. **(P)**
Charming children dance with colorful scarves.

Jones, Arnold Wayne.
The Envelope Please: The Ultimate Academy Awards Trivia Book. Harpe, 1999. **(Y)**
The Envelope, Please is more than a trivia quiz. Each chapter includes interesting information about the awards. You can read about the Academy's rules for selecting nominees and winners, the reasons unexpected candidates sometimes go home with the gold, and what author Arnold Wayne Jones calls "the glorious kitsch of Oscar.

Jones, Patrick.
Connecting Young Adults and Libraries. Neal Schuman, 1998. **(L)**
This invaluable guide will help librarians provide needed special services to the young adult population despite chronic budget shortages

and scarce resources. Augmenting the text with lists, documents, and forms, Jones offers advice on the complete array of young adult services.

Kallevig, Christine.
Folding Stories: Storytelling and Origami Together as One. Storytime Ink International, 1991. **(L)**
Stories with accompanying origami folds to demonstrate and tell.

Karlins, Mark.
Music Over Manhatten. Doubleday, 1998. **(P)**
Bernie's nearly perfect cousin Herbert gets all the family attention until his Uncle Louie teaches him how to play the trumpet.

Kazunas, Tom and Charn.
The Internet for Kids. Children's Press, 1997. **(I)**
A simple introduction to the Internet and its many uses.

Keller, Holly.
Angela's Top-Secret Computer Club. Greenwillow, 1998. **(I)**
Angela and her cohorts in the Top-Secret Computer Club, sponsored by librarian Mrs. Grover, are called upon to find out who broke into the school's computer system.

Kelven, Elisa.
The Lion and the Little Red Bird. Dutton, 1992. **(P)**
A little red bird watches a lion she thinks has magic, but discovers the lion is an artist. Tell this story using a lion puppet, red bird, and different colors of yarn to switch on the tail.

Kennedy, Day Ann M., et al.
Science and Technology in Fact and Fiction: A Guide to Children's Books. Bowker, 1990. **(L)**
A recommended list of fiction and nonfiction titles for preschool through age 11. Also available: *Science and Technology in Fact and Fiction: A Guide to Young Adult Books* (1990).

Kennedy, Jimmy.
Teddy Bear's Picnic. Peter Bedrick Books, 1990. **(T-P)**
Disguised as a bear, a young boy frolics through the woods on a beautiful day.

Kipling, Rudyard.
The Jungle Book. Tor, 1992. **(I)**
Kipling teaches the virtues of family, loyalty, mercy, courage, sacrifice, and honor using the interactions between the man cub and the jungle creatures.

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Kipling, Rudyard.
Just So Stories. William Morrow, 1996. **(I)**
A collection of children's animal fables linked by poems by Nobel Prize winner Rudyard Kipling, published in 1902. Most of the stories include far-fetched descriptions of how certain animals developed their peculiar physical characteristics, such as "How the Leopard Got His Spots.

Kjell Bloch Sandved.
The Butterfly Alphabet. Scholastic Trade, 1995. **(P)**
An alphabetical celebration follows the author's twenty-year journey through thirty countries in which he sought out the hidden letters on moth and butterfly wings.

Knutson, Kimberly.
Roar and More. Harper Trophy, 1990. **(T)**
Rhyming text presents the behavior and noises of animals such as the lion, snake, and kangaroo.

Konigsburg, E. L.
Samuel Todd's Book of Great Inventions. Maxwell Macmillan, 1991. **(P-I)**
Samuel Todd shows readers some inventions that make his day easier and better, including Velcro fasteners, a Thermos bottle, training wheels, backpacks, and mittens.

Kuskin, Karla.
The Philharmonic Gets Dressed. Harper and Row, 1982. **(P)**
The 105 members of the philharmonic orchestra get dressed for a performance.

Lauber, Patricia.
Painters of the Caves. National Geographic, 1998. **(I)**
In this lavishly illustrated introduction to the people of the Ice Age, Lauber brings to life the hunters and gatherers who were the ancestors of modern humans. Compelling text presents the story and well-chosen images of artifacts and artists' renditions of ancient life give context to the striking cave paintings.

L'Engle, Madeline.
A Wrinkle in Time. Yearling Books, 1973. **(I-Y)**
Meg Murry and her friends become involved with unearthly strangers and a search for Meg's father, who disappeared while engaged in secret work for the government.

Levy, Elizabeth.
The Creepy Computer Mystery. Cartwheel Books, 1996. **(I)**
When the Invisible Inc. gang makes computer greeting cards to raise money to invite an author to school, they solve the mystery of the author's real name.

Lewitt, Shariann.
Interface Masque. Tor, 1997. **(Y)**
On the edge of an adult career as a specialist in data systems at Sept-Fortune, senior apprentice Cecilie finds her final test to move up both unexpected and unacceptable and sets out to discover the true nature of her world.

Lipman, Doug.
Storytelling Games. Oryx, 1995. **(L)**
The author provides step-by-step methods for adapting and using the story games to meet the needs of specific groups. He explains how to teach each game, how to control your group without decreasing energy, and even how to get reluctant players to contribute.

MacDonald, Margaret Read.
Twenty Tellable Tales: Audience Participation Folktales for the Beginning Storyteller. H.W. Wilson, 1986. **(L)**
Twenty easy folktales and instructions on how to involve the audience in their presentation.

McIntosh, Jane.
Archeology. Eyewitness, 1994. **(I)**
Full-color artwork and photographs of artifacts from ancient civilizations provide a vivid study of the art, science, and technology of digging up the past, from the 1870 excavation of Troy to the recent discovery of a Chinese emperor's long-lost grave.

Maestro, Giulio.
The Year 2000: A Mark in Time. Lothrop, 1999. **(I)**
This book describes the history of the calendar and the significance of the year 2000.

Mammano, Julie.
Rhinos Who Surf. Chronicle Books, 1996. **(T-P)**
Rhinos who surf get up early, paddle out, and have fun all day until the sun goes down.

Markle, Sandra.
A Rainy Day. Orchard, 1993. **(P)**
A simple, easy-to-read introduction to the weather and the hydrologic cycle answers questions about why raindrops fall, what happens to them, and their impact on the environment.

Marsh, Valerie.
Beyond Words: Great Stories for Hand and Voice. Alleyside, 1995. **(L)**
Stories for sharing. including "Butterfly Dance," "Magic Fish," and "Magic Suitcase."

Marsh, Valerie.
Mystery-Fold: Stories to Tell, Draw, and Fold. Alleyside Press, 1993. **(L)**
Stories for sharing with a mystery element. What will the fold will turn out to be at the end of each story?

Little Critter's the Picnic. Inchworm, 1997. **(P)**
The Critter family can't seem to find a place to spread their picnic basket.

McCarthy, Wil.
Murder in the Solid State. Tor, 1998. **(Y)**
This hard-science, page-turning suspense novel of one man's battle to save his life, career, and country in 21st-century America provides a Heinleinesque examination of how nanotechnology offers both the possibility of unparalleled freedom and the danger of inescapable totalitarianism.

McDonald, Amy.
Let's Make a Noise. Candlewick, 1992. **(T)**
The reader is encouraged to make familiar animal, toy and people sounds through simple illustrations.

McNaughton, Colin.
Here Come the Aliens. Candlewick, 1995. **(P-I)**
A rhyming picture book about silly looking aliens.

Mikaelsen, Ben.
Sparrow Hawk Red. Hyperion, 1994. **(Y)**
Thirteen-year-old Ricky, the Mexican American son of a former Drug Enforcement Agency man, tries to avenge his mother's murder by crossing over into Mexico to steal a high-tech radar plane from drug smugglers.

Milgorm, Harry.
Adventures with a Paper Cup. Dutton, 1968. **(I)**
Many activities that use paper cups, such as crafts and science experiments.

Millard, Anne.
Pyramids. Kingfisher, 1996. **(I)**
Details the many mysteries contained within the pyramids at Giza, covering information on the early explorers and their theories to the very latest archaeological technology.

Miller, Teresa.
Joining In: An Anthology of Audience Participation Stories and How to Tell Them. Yellow Moon, 1988. **(L)**
Try "Aga-boog-a-way X-nay-sanze-nay," a silly story about a mysterious hat that causes people to behave strangely while wearing it.

Morgan, Sally.
Homes and Cities: Living for the Future. Franklin Watts, 1998. **(I)**
Urban ecology, housing, and cities and homes of the future are discussed. Kids can design their ideal home for the year 2000.

Mosley, Frank.
Dinosaur Eggs. Barrons, 1992. **(P-I)**
Alfred and Mary are a childless couple--until the day after Alfred brings home three giant eggs. The eggs soon hatch, and out come three baby dinosaurs.

Most, Bernard.
The Cow That Went Oink. Harcourt Brace, 1990. **(T-P)**
A cow that oinks and a pig that moos are ridiculed by the other barnyard animals until each teaches the other a new sound.

Muhlberger, Richard.
What Makes a Leonardo a Leonardo? Viking, 1994. **(I)**
Examines the art of Leonardo da Vinci, and describes the style and techniques that make his work unique. Also by this author: *What Makes a Raphael a Raphael?*

Munsart, Craig and Christine Izmirian.
Teaching the Millennium. Fulcrum Publishing, 1999. **(I)**
Prepare kids for the millennium by examining the past century and it's link to the next one.

Murphy, Jill.
What Next, Baby Bear? Dial, 1984. **(T)**
Baby Bear pretends to visit the moon in a box rocket ship.

Myers, Bernice.
The Extraordinary Invention. Macmillan, 1984. **(P-I)**
Sally and her father enjoy inventing things together, but they run into problems when they decide to create something special for Mother.

Newcome, Zita.
Toddlerobics. Candlewick, 1994. **(T)**
An energetic and colorful guide to aerobics--toddler style--is packed with stamping, twirling, clapping, dancing, and stretching exercises that the smallest children can perform while adults read the text aloud.

Newed, Keith.
Models. Children's Press, 1999. **(I)**
Clay modeling is explained with various projects and photographs.

Normand, Laura.
The Day the Computers Broke Down. Raintree/Steck-Vaughn, 1998. **(I)**
When all the computers in her town shut down on her birthday, Kerri's old-fashioned grandmother saves the day.

Nygaard, Elizabeth.
Snake Alley Band. Doubleday, 1998. **(P)**
When the Shhh-boom of the snake band begins to sound monotonous, snake suggests adding the cha-bop of frogs and chew-up of crickets.

Odom, Mel.
Harvest Moon. Archway, 1998 **(Y)**
Sabrina gives the Harvest Moon Dance a magical boost in this new Halloween story. Libby is trying to take credit for the Harvest Moon Dance, though Sabrina has done all the work.

Oldfield, Margaret.
Tell and Draw Stories. Creative Storytime Press, 1963. **(L)**
Stories to draw on a chalkboard or pad while telling.

Omerod, Jan.
The Saucepan Game. Lothrop, 1989. **(T)**
Baby and cat have lots of fun playing with a saucepan. Pair with *Pots and Pans* by Hubbell to make a pot and pan toddler time.

Omerod, Jan.
The Story of Chicken Licken. Lothrop, 1985. **(P)**
The story of Chicken Licken is retold with illustrations of school children performing the story as a play onstage.

Robert Osborne.
70 Years of the Oscars: The Official History of the Academy Awards. Abbeville, 1999. **(Y)**
This is the only book officially sanctioned by the Academy of Motion Picture Arts and Sciences. Each year of the past 70 years of the Oscars is covered in detail with summaries of the year's movie highlights, nominees, and winners, followed by a complete listing of nominees and winners in all categories.

Oxenbury, Helen.
Tom and Pippo Make a Mess. Aladdin, 1985. **(T)**
Tom and his cute monkey companion Pippo make a big mess at home.

Oz, Charles.
How Is a Crayon Made?
Simon & Schuster, 1988.
(T-P)
Shows with words and pictures how crayons are made at the factory.

Packard, Mary.
Make Your Own Time Capsule. Troll Associates, 1999. **(I)**
Boxed set time capsule kit that includes an 80-page book and a "silver metallic, airtight, water-resistant, tamper-proof time-capsule bag." Illustrated by Brian Floca.

Parker, Steve.
The Flying Bedstead and Other Ingenious Inventions.
Kingfisher, 1995. **(I)**
A comprehensive guide showing how more than three hundred machines, mechanisms, and processes that affect our everyday lives work.

Parker, Steve.
Shocking Science: 5000 Years of Mishaps and Misunderstandings. Turner, 1996. **(I)**
Looks at five thousand years of mistakes made by innovators, such as exploding chemists, skull-numbing medical practices, and aircraft and bridges that crashed to the ground.

Paulsen, Gary.
The Car. Harcourt Brace, 1994. **(Y)**
At 14, Terry Anders has been abandoned by his parents and has no choice but to make his own way. He begins by assembling pieces of a kit car from his father's garage. When he finishes the car, Terry sets out from Cleveland to Portland to search for an uncle he hardly knows.

Pellowski, Anne.
The Story Vine: A Source Book of Unusual and Easy-To-Tell Stories from Around the World. Macmillan, 1984. **(L)**
This terrific resource is currently out of print but may be found in many library collections. It includes stories that use a variety of telling methods, including string stories, draw and tell stories, and thumb piano stories.

Perdrizet, Marie-Pierre.
The Cathedral Builders. Millbrook, 1992. **(Y)**
Describes the construction of Gothic cathedrals and the significance they had in the lives of those who built them.

Pervola, Cindy.
How to Get a Job if You're a Teenager. Alleyside Press, 1998. **(Y)**
Useful paperback book that gives suggestions on where to look for a job, how to fill out an application, and other information.

Pflomm, Phyllis Noe.
Chalk in Hand: The Draw and Tell Book. Scarecrow, 1986. **(L)**
More tell and draw stories.

Philpot, Jan.
Scissor-Tales for Any Day. Incentive Publications, 1994. **(L)**
Cut and tell stories with patterns to reproduce.

Platt, Richard.
Smithsonian Visual Timeline of Inventions. Dorling Kindersley, 1994. **(I)**
Presents more than four hundred inventions from cave paintings to virtual reality. Includes a timeline of world events to place the inventions in context of history.

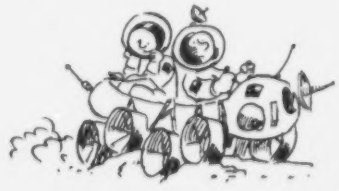
Ray, May Lyn.
Mud. Harcourt Brace, 1996. **(I)**
When winter changes to spring, a boy celebrates by dancing in the mud.

Reid, Lori and Gilliam Kemp.
Hand Reading. Element, 1998. **(I-Y)**
Find out the meaning behind the shape of person's hand, fingerprints, and more.

Ross, Kathy.
Crafts for Kids Who Are Wild About Outer Space. Millbrook, 1997. **(I)**
Provides instructions for making twenty craft projects related to space, including a planet mobile, space helmet, moon buggy, pop-up alien puppet, and rocket pin.

Rowe, Fred A.
The Career Connection for College Education: A Guide to College Majors and Related Career Opportunities. Jist Works, 1994. **(Y)**
This book tells potential students about the possible careers to which a college degree can lead.

Sadler, Marilyn.
Zenon: Girl of the Twenty First Century. Simon & Schuster, 1996. **(P-I)**
Zenon, who lives in outer space on a space station, is sent to Earth to visit her grandparents for the summer.



Sandomir, Larry.
Isadora Duncan: Revolutionary Dancer. Raintree Steck Vaughn, 1994. **(Y)**
Describes the life of this famous dancer whose progressive views sometimes overshadowed her contributions to the arts.

San Souci, Daniel.
North Country Night. Dial, 1994. **(P)**
Text and pictures portray the activities of woodland animals at night.

Schnetzler, Pattie L.
Ten Little Dinosaurs. Accord, 1996. **(P)**
A pair of crazy eyeballs built into this rhyming book jiggle and wiggle from page to page and dinosaur to dinosaur.

Scieszka, Jon.
2095. (Time Warp Trio) Viking, 1995. **(I)**
While at the Museum of Natural History, Joe, Fred, and Sam travel 100 years into the future.

Scott, Elaine.
Close Encounters: Exploring the Universe with the Hubble Space Telescope. Disney, 1998. **(I)**
Explains what is being learned about the universe from the spectacular photographs sent from the successfully repaired Hubble telescope.

Silverstein, Shel.
A Light in the Attic. Harper and Row, 1981. **(I)**
More poetry from Silverstein.

Simpson, Martha Seif.
Reading Programs for Young Adults. McFarland & Co., 1997. **(L)**
Simpson offers 50 theme-based units designed to appeal to young people ages 12 to 18 on a broad range of topics from astrology and ancient history to video games and volunteerism.

Skurzynski, Gloria.
Cyberstorm. Simon & Schuster, 1995. **(I)**
Distraught over losing her dog to the Animal Control Division, Darcy Kane steps into a Virtual Reality Rent-a-Memory machine and becomes trapped inside with a virtual tornado when the machine goes haywire.

Stamper, Genevieve.
101 Wacky Computer Jokes. Point, 1998. **(I)**
A clever collection of silly jokes that computer enthusiasts of all ages will love to share.

Stevenson, Drew.
Toying with Danger: A Sarah Capshaw Mystery. Cobblehill Books, 1993. **(I)**
With her friends Clark and Frog, Sarah investigates some mysterious happenings at an isolated farmhouse in the Pennsylvania woods where an eccentric toy inventor is working on a Frankenstein monster.

Stine, R. L.
Beach Party. Point, 1995. **(Y)**
It's the ultimate beach party in California. And Karen, who's just broken up with her boyfriend, is going to enjoy every minute of it--especially having two new guys who like her. The party takes a nasty turn when Karen realizes someone is out to spoil the fun by getting rid of her.

Suen, Anastasia.
Window Music. Viking, 1998. **(P)**
Describes the trip taken by a train and the accompanying rhythmic sounds as it travels through valleys, past horses and orange trees until it arrives at the station.

Sweeney, Joan.
Me and My Place in Space. Crown Publishing, 1998. **(P-I)**
Simple text and colorful artwork bring the cosmos down to an understandable level in this easy-to-follow introduction to the universe for children.

Szabo, Corrine.
Sky Pioneer: A Photobiography of Amelia Earhart. National Geographic Society, 1997. **(Y)**

Illustrated with archival photographs and featuring excerpts from Earhart's books and journals, a biography of the pioneering pilot traces her life, the history of her time, and the technology of aviation.

Tambini, Michael.
Future. Knopf, 1998. **(I)**
This look at the 21st century provides a glimpse of what can be expected in the year 2000 and beyond, as well as some photos of the events of the last 100 years.

Terry, Walter.
Frontiers of the Dance: the Life of Martha Graham. **(Y)**
A biography of the dancer, choreographer, and teacher who is generally considered to be one of America's greatest pioneers of modern dance.

Thompson, Richard.
Draw and Tell. Annick Press, 1988. Also, *Frog's Riddle and Other Tell and Draw Stories* by this author. **(L)**
More stories to draw while sharing.

Totten, Kathryn.
Storytime Crafts. Highsmith Press, 1999. **(L)**
A delightful selection of crafts and storytimes based around themes.

Trapani, Iza.
*The Itsy Bitsy Spider.*Whispering Coyote Press, 1993. **(T)**
The itsy-bitsy spider encounters a fan, a mouse, a cat, and a rocking chair as she makes her way to the top of a tree to spin her web.

Uttley, Colin.
Cities in the Sky: A Beginner's Guide to Living in Space.
Copper Beach, 1998. **(I)**
Space colonies and the space environment as a living space for the future are discussed.

Vainio, Pirkko.
The Dream House. North South, 1997. **(I)**
Lucas and his cat build a beautiful, wondrous home on an island that helps him befriend the local children.

Van Allsburg, Chris.
Jumanji. Houghton Mifflin, 1981. **(P-I)**
When Judy and Peter find a board game in the park, they take it home, hoping to alleviate their boredom. Their jungle adventure game comes to life with live lions and monkeys, and an erupting volcano. Readers will tremble along with Judy and Peter, urging them to roll the dice that will plunge them from one perilous predicament into another. *Jumanji* was awarded the 1982 Caldecott Medal.

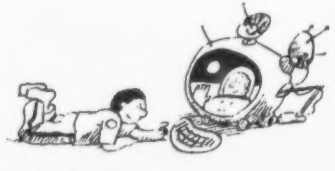
Van Kampen, Vlasta.
Orchestranimals. Scholastic, 1989. **(P)**
This book introduces the symphony orchestra where all the animals are late for a performance.

VonStemm, Antje.
Bertie and Gertie: Space Detectives. Chronicle Books, 1996. **(P)**
Pop-ups, a mini jigsaw puzzle, and a finger puppet accompany this story of Bertie and Gertie's adventures solving an intergalactic mystery.

Waddell, Martin.
The Happy Hedgehog Band. Candlewick, 1992. **(P)**
Happy hedgehogs with drums inspire the other animals in Dickon Wood to join them in making lively music.

Walsh, Melanie.
Do Monkeys Tweet? Houghton Mifflin,1997. **(T-P)**
A delightful read-aloud that answers a series of questions with bold illustrations. Preschoolers will clamor to participate and to show off their newly acquired knowledge of animal sounds.

Wardlaw, Lee.
The Ghoul Brothers. Troll Associates, 1996. **(I)**
Best friends Nick and Chip dress up as a two-headed ghoul for the neighborhood Halloween party, and get a big surprise from Nick's little sister Daphne. Illustrated by Brian Floca.



Warner, Gertrude Chandler.
The Movie Star Mystery. Albert Whitman, 1999. **(I)**
Tate Radison, a boy movie star, is in hiding and the Boxcar kids must solve the mystery of his recent "bad luck jinx."

Warren, Jean.
Cut and Tell: Scissor Stories for Fall. Totline, 1984. **(L)**
Stories using paper plates to cut up and make shapes that tell a story. Also by this author: *Cut and Tell: Scissor Stories for Spring* and *Cut and Tell: Scissor Stories for Winter*.

Wellington, Monica.
Night City. Dutton, 1998. **(P)**
Chronicles the nighttime goings on of a metropolis with famous painting references in the illustrations.

Westall, Robert.
The Stones of Muncaster Cathedral. Sunburst, 1994. **(I)**
Offered the job of repairing the weathercock on one of Muncaster Cathedral's spires, Steeplejack Joe Clarke soon realizes that the cathedral is in the grip of an evil power.

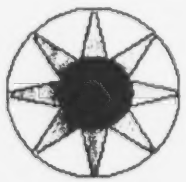
Whitfield, Susan.
Animals of the Chinese Zodiac. Crocodile, 1998. **(I)**
Introduces the Chinese zodiac and relates how each of its twelve signs was named for an animal. Explains the qualities associated with each animal and what animal rules the year in which the reader was born.

Wilcox, Charlotte.
Mummies and their Mysteries. Carolrhoda, 1993. **(I)**
Discusses mummies found around the world, including Peru, Denmark, and the Italian Alps, and explains how studying them provides clues to past ways of life.

Willard, Nancy.
The Mountains of Quilt. Harcourt Brace Jovanovich, 1987. **(P)**
Four magicians lose their magic carpet that eventually finds its way into the center of a grandmother's quilt.

Williams, Jay and Raymond Abrashkin.
Danny Dunn and the Smallifying Machine. Simon & Schuster, 1977. **(I)**
Danny Dunn and his friends discover Professor Bullfinch's newest invention that makes them very small. They discover that getting back to their normal sizes is very complicated.

Willis, Jeanne
Earth Hounds as Explained by Professor Xargle. Dutton, 1990. **(P-I)**
Alien Professor Xargle teaches his class of extraterrestrials about the quirky behavior of a favorite earth animal.



Wilmes, Dick and Liz Wilmes.
Felt Board Fingerplays. Building Blocks, 1997. **(L)**
Fingerplays, poems, and songs, with patterns and activities, for use with a flannel board.

Wilson, Quentin, and David Selby.
Ultimate Classic Car Book. DK Pub, 1995. **(Y)**
Details of more than one hundred classic cars with close-up gallery photographs, a comprehensive history of each model's production figures, competition successes, mechanical and body modifications, and more.

Wyse, Lois.
How to Take Your Grandmother to the Museum. Workman, 1998. **(P-I)**
The story of an adventurous little girl who takes her grandmother to the museum and makes lots of discoveries.

Yablonsky, Buster.
Class Trip to the Spooky Museum: A Hair Raising Lift-the-Flap Tour. Little Simon, 1997. **(P-I)**
Miss March takes her students to an odd museum on Halloween eve, and the day is filled with strange occurrences, thanks to the class pet, a hamster named Tootsie.

Yaccarino, Dan.
If I Had a Robot. Puffin, 1998. **(P)**
A young boy dreams of having an obedient robot to do all of the "yucky" chores, such as taking a bath and kissing Aunt Louise.

Yolen, Jane.
The Robot and Rebecca: Mystery of the Code Carrying Kids. Knopf, 1988.
Rebecca uses a robot she got on her ninth birthday to solve a mystery in the year 2121.

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MEDIA

Music

Baby Beluga.
Raffi. UNI/Rounder, 1998. (CD)

Dancin' Magic.
Bartels, Joanie. Bmg/Discovery Music, 1993. (CD)

Dinosaur Album: A Musical Romp through the Jurassic Age.
Various Artists. Rhino Records, 1993. (audiocassette)

Dinosaur Rap.
Caudel, Melissa. Rock and Learn, 1997. (audiocassette)

Deep Forest.
Deep Forest.Sony, 1993. (CD or audiocassette)
Dion, Celine and James Horner.

Deep in the Jungle; Jumpin' Jungle Rhythms for Kids.
Scruggs, Joe. Lyrick Studios, 1997. (CD or audiocassette)

E.T. Motion Picture Soundtrack.
Williams, John. Universal/MCA, 1996. (CD)

Hello Everybody.
Buckman, Rachel. Gentle Wind, 1998. (CD)

Hug the Earth.

Tickle Toon Typhoon. Tickle Toon Typhoon, 1990. (audiocassette)

Kid's Songs About the Internet.
Jordan, Sara. Sara Jordan, 1998. (cassette)

Let's Sing Fingerplays.
Glazer, Tom. CMS, 1995. (CD)

On The Move.
Greg and Steve. Youngheart, 1998. (CD)

Once Upon a Dinosaur.
Murphy, Jane. Kimbo, 1987. (audiocassette)

Rise and Shine.
Raffi. PDG/Rounder, 1998. (CD)

The Sound of Music.
Rodgers, Richard, and Oscar Hammerstein. BMG/RCA, 1995. (CD)

Star Wars - a New Hope: The Original Motion Picture Soundtrack.

Williams, John. BMG/RCA, 1997. (CD)

Titanic: Music from the Motion Picture.
Sony, 1997. (CD)

Wee Sing Silly Songs.
Beall, Pamela Conn et al. Price Stern Sloan Audio, 1997.
(CD)

CD-ROMs

3-D Dinosaur Adventure.
Knowledge Adventure, 1997. **(I)**
Different virtual reality experiences take users through various scenes of dinosaurs. There are games, jokes and nine mini-sites to explore.

A Color Clown Comes to Town.
DiAMAR Interactive, 1997. **(P)**
An animated storybook and activities teach about color names and shades and how to mix colors.

A to Zap!
Sunburst Communications, 1995. **(P)**
A letter recognition program with 26 different activities (one per letter). A letter creation tutorial is included.

The Day the World Broke.
Houghton Mifflin, 1997. **(I)**
Travel to the center of the earth and discover the secrets of the planet's past, the mechanimals.

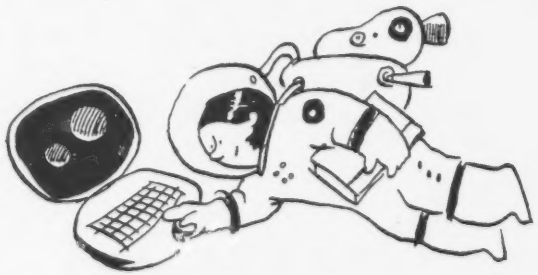
Big Bug Alphabet Book.
Milliken Publishing Company,1993. **(P)**
Contains a 22-page, clearly illustrated alphabet book, both in paper and on CD-ROM

Dr. Seuss Preschool.
Broderbund Software, 1998. **(P)**
Fifty Dr. Seuss characters lead children through eight pre-reading activities.

Dinosaur in the Garden.
Packard-Bell Kidstory, 1996. **(P-I)**
Jigsaw puzzles showing dinosaurs in various locations, and info facts that can be printed out.

Play-Doh Creations.
Hasbro Interactive, 1996. **(P)**
Create with online clay.

The Magic School Bus Explores in the Age of Dinosaurs.
Microsoft, 1996. **(P-I)**
Contains a "Dino-sizer" which compares dinosaurs to other objects, and a "Morph-a-Saurus" which lets you morph a boy into several dino-boy combinations.



VIDEOS

Acorn The Nature Nut Volume 25: Dinosaurs Today.
CBTV, 1998. (24 min.)
John Acorn takes us on a tour of the dinosaur world today.

Alphabet Soup.
William Wegman, 1995. (30 min.)
Wegman dresses his dogs up like people and takes them through the process of making alphabet soup.

The Alphabet Game.
CTW, 1988. (30 min.)
Starring the Muppets on Sesame Street.

Animation for Kids.
Velobite, 1995. (12 min.)
Patrick Jenkins and five kids show how to animate drawings using a number of simple devices such as a flipbook and thumatrope.

Barney's Alphabet Zoo.
Lyrick, 1994. (30 min.)
Barney and kids use letters of the alphabet to imagine a zoo.

Bill Nye the Science Guy. Episodes 11 (The Moon), 19 (Outer Space) and 41 (The Planets).
Disney, 1995. (30 min. each)

Cat's Don't Dance.
Warner, 1997. (90 min.)
A cat from Kokomo goes to 1939 Hollywood to star in musicals.

The Girl with ESP.
PBS, 1993. (24 min.)
Average Laura has an author mother, scientist father, a computer wiz brother, and glamorous sister. She gains psychic powers and makes predictions about her family, but they barely notice.

The Magic School Bus Out of This World.
Scholastic, 1997. (30 min.)
After Dorothy Ann sees an asteroid coming straight towards their school, the class blasts off to divert it and save the day.

Reading Rainbow # 6: Digging up Dinosaurs.
PBS, 1995. (30 min.)
Host Le Var Burton sets off in his four-wheel drive "Jeeposaurus Wreck" to explore the mystery surrounding the life and death of dinosaurs.

Sing and Dance with Barney.
Lyrick, 1998. (30 min.)
Barney and kids perform his greatest hits.

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Summer Picnic.
Aladdin, 1996. (30 min.)
The Richard Scarry book characters have a fun picnic.

Tell Me Why...Space, Earth and Atmosphere.
Prism Entertainment Corp., 1991. (30 min.)
Answers questions about how stars are formed, what comets are, and why the moon shines.

Web Sites

16 Color Cinema
<www.16color.com/>

Accucut
<www.accucut.com/>

American College Entrance Directory
<www.aaced.com/>

Animal Talk
<www.animaltalk.net/>

Archaeology
<www.rom.on.ca/digs/munsell/>

Archaeological Adventure
<tqd.advanced.org/3011/>

Architecture through the Ages
<library.advanced.org/18778/>

The Art Room
<www.arts.ufl.edu/art/rt_room/@rtroom_home.html>

ArtSource
<www.ilpi.com/artsource/welcome.html>

The Astronomy Café
<www2.ari.net/home/odenwald/cafe.html>

Austin Poetry Slam
<http://victorian.fortunecity.com/parkwood/437/>

Bare Bones Guide to HTML
<http://werbach.com/barebones/>

Barnyard Boogie
<www.homestead.com/davidstewart/BarnyardBoogie.html>

Barry's Clip Art Links
<www.barrysclipart.com/links/links.html>

Big Bird Goes Camping
<www.ctw.org/preschool/games/play/0,1167,1208,00.htm>

Billy Bear's Online Alphabet
<www.billybear4kids.com/games/online/alphabet/abc.htm>

Blast to the past in the EduNET Time Machine
<www.baxter.net/edunet/cat/timemachine/index.html>

Bradford Robotic Telescope
<www.eia.brad.ac.uk/btl/>

Build It Yourself
<www.moorelit.com/~biy/welcome.html>

Building the Perfect Resume
<www.teenresumes.com/>

Caboodles
<www.caboodles.com/>

Camp-a-roo
<www.camp-a-roo.com/>

Careers for Teens
<www.futurescan.com/>

CBC4Kids Time Capsule
<www.cbc4Kids.ca/general/time/millennium/time_capsule.htm>

Children's Television Workshop
<www.ctw.org/preschool/printme/character/0,1157,2163,00.html>

Circus Dance Online
< members.aol.com/pinkbreez/circus/circus.html>

Clip Art Connection
<www.ClipartConnection.com/>

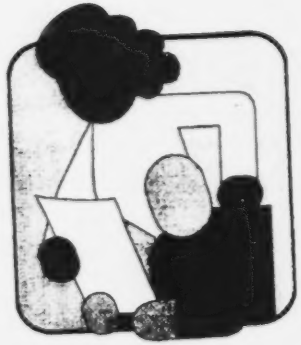
Clip Art Universe
<www.nzwwa.com/mirror/clipart/>

College Edge Career Search
<www.collegeedge.com/UserProfile/login.asp>

Conversations with History
<globetrotter.berkeley.edu/conversations/>

Create-A-Saurus
<www.adventure.com/kids/dinosaurs/createasaurus/>

Create an Alien
<www.alienexplorer.com/>



Cyberbee
<www.cyberbee.com/>

CyberSurfari
<www.cybersurfari.org/>

Demco
<www.demco.com/>

Dinosaur Crafts and Coloring Pages
<members.home.net/samthecat/barneyindex.html>
<www.enchantedlearning.com/subjects/dinosaurs/>

Directions for Making Your Own Internet Scavengerunt
<www.san-marino.k12.ca.us/~valentine/projects/scaveng.html>

Dolphins
<www.divinedolphin.com/>

Dufflebag Theater
<www.fusionmill.inter.net/core/dufflebag/duffle.html>

E-Online: Oscars 1999
<www.eonline.com/Features/Awards/Oscars99/>

Ellison
<www.ellison.com/>

Elmo Dance!
<www.homestead.com/bobokeebie/ElmoDance.html>

Explore Art: Lesson plans and a time line of art activities
<members.aol.com/powers8696/artindex.html>

Exposure: A Beginners Guide to Photography
<www.88.com/exposure/main_men.htm>

Everything 2000
<www.everything2000.com/>

First Flight
<firstflight.open.ac.uk/>

Fun and Challenging Mysteries for kids
<www.TheCase.com/kids

Funschool
<www.funschool.com/>

Gamekids
<www.gamekids.com/>

Goosebumps
<www.foxhome.com/goosebumps/tremain.html>

Hieroglyphics and their Translations
<www.idsc.gov.eg/tourism/tor_trn.htm>

The History of Ford
<www.netclassics.com/history/>

Home Page Generator
<teachers.net/sampler/>

Inside a Wind-up Alarm Clock
<physics.nist.gov/time/>

Internet Download Sites for Preschoolers
<www-personal.engin.umich.edu/~ajdrake/toddler/>

An Internet Primer for Teachers thatave Never Worked with the Internet Before
<www.geocities.com/Athens/4610/>

Internet Scavenger Hunt
<forum.swarthmore.edu/ces95/scavenger.html>

Job Searching for Teens
<mail.bcpl.lib.md.us/centers/career/teen.html>

Kat's lost in the woods again! Can you help him find his way home?
<www.abctooncenter.com/katslost.htm>

Kids' Space
<www.kids-space.org/>

Learning Through Architecture
<www.whyy.org/aie/page2.html>

Learning to Tell Time
<www.homeschoolfun.com/preschool.html>

The Library of Congress
<www.loc.gov/>

Little Explorer's Online Dictionary
<www.littleexplorers.com/Dictionary.html>

Make a Mummy
<www.rom.on.ca/egypt/mummy/mum1.html>

Making Clocks
<www.teachers.nick.com/supplies/shows/blues_clues/bc102.html>

The Mars Millennium Project
<www.mars2030.net/>

Milestones of Flight
<www.nasm.edu/GALLERIES/GAL100/wright1903.html>

Nancy Drew
<www.NancyDrew.com/>

The Official Nintendo Web Site
<www.nintendo.com/>

The Official Sony Playstation Web Site and featured Games Information
<www.playstation.com/>

OMSA Internet Scavengerunt
<www.cs.rpi.edu/~maniattb/OMSA/scavenge1.html>

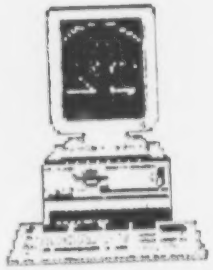
Oral Histories Online
<www.lib.berkeley.edu/BANC/ROHO/ohonline/>

Oral History Questions
<www.rootsweb.com/~genepool/oralhist.htm>

Oscar.com
<www.oscar.com/>

Pieces of Learning Press
<www.piecesoflearning.com/>

Piñata Design
<www.pinatadesign.com/>



Pintura
<www.eduweb.com/pintura/>

Pixar Animation Studios
<www.pixar.com/>

Preview the Legend of Legia
<www.playstation.com/games/categories/actionadvent/legend/>

Preview Spyro the Dragon
<www.playstation.com/games/categories/actionadvent/spyro/>

Preview Parappa the Rapper
<www.playstation.com/games/categories/stratpuzzle/parappa/>

Public Libraries with Young Adults Web Page
<www.suffolk.lib.ny.us/youth/virtual.html>

Ranger Rick
<www.nwf.org/nwf/kids/>

Really Good Stuff
<www.reallygoodstuff.com/>

Reproducible Alphabet Book
<www.geocities.com/Heartland/6459/actpag5.html>

Rock and Roll Hall of Fame
<www.rockhall.com/>

SAT Program
<www.collegeboard.org/sat/html/students/indx001.html>

Smokey's Official Homepage
<www.smokeybear.com/index.html>

Songs for Scouts
<www.macscouter.com/Songs/index.html>

Student Center.Com
<www.aboutwork.com/>

Teen Career Center
<www.pbs.org/jobs/>

Teen Hoopla
<www.ala.org/teenhoopla/>

Texas Parks and Wildlife Kids' Page
<www.tpwd.state.tx.us/adv/kidspage/kidspage.htm>

This Thing Called Swing
<www.lindyhop.co.uk/1198flashtour.htm>

Tim Selberg Studios

Trillenium
<www.y3k.com/>

US Patent Model Foundation. "Invent America"
<www.inventamerica.org/>

Virtual Beach Adventures
<www.crystalbay.net/ocean/beach.htm>

A Virtual Museum Covering the Invention of the Airplane
<hawaii.cogsci.uiuc.edu/invent/airplanes.html>

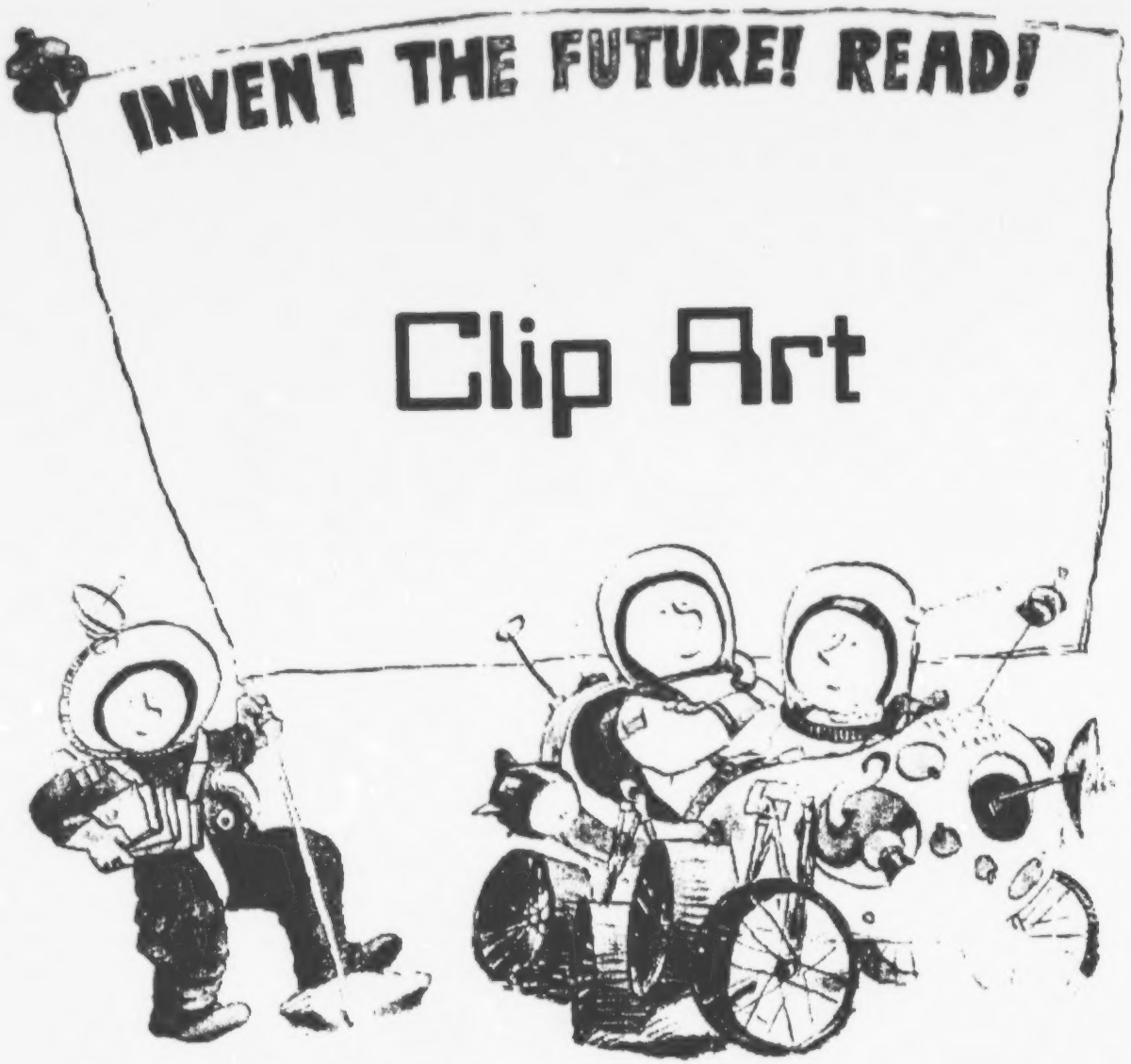
A Walk through Time
<physics.nist.gov/GenInt/Time/time.html>

YALSA
<www.ala.org/yalsa/>

YALSA Booklists
<www.ala.org/yalsa/booklists/index.html>

Young Adults Deserve the Best: Competencies for Serving Young Adults
<www.ala.org/yalsa/yalsainfo/competencies.html>

Youth and the Millennium
<www.millennium.gc.ca/youth_e.html>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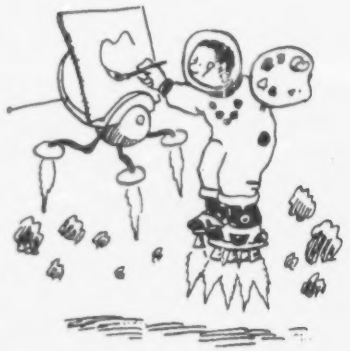

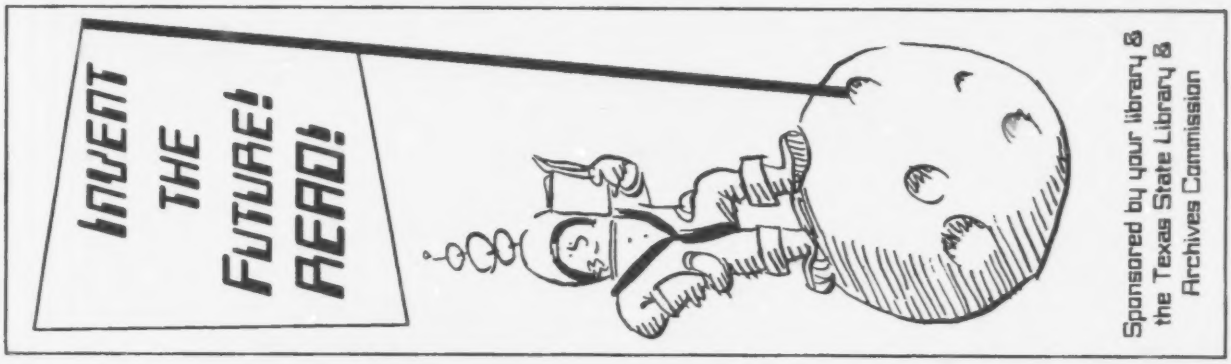

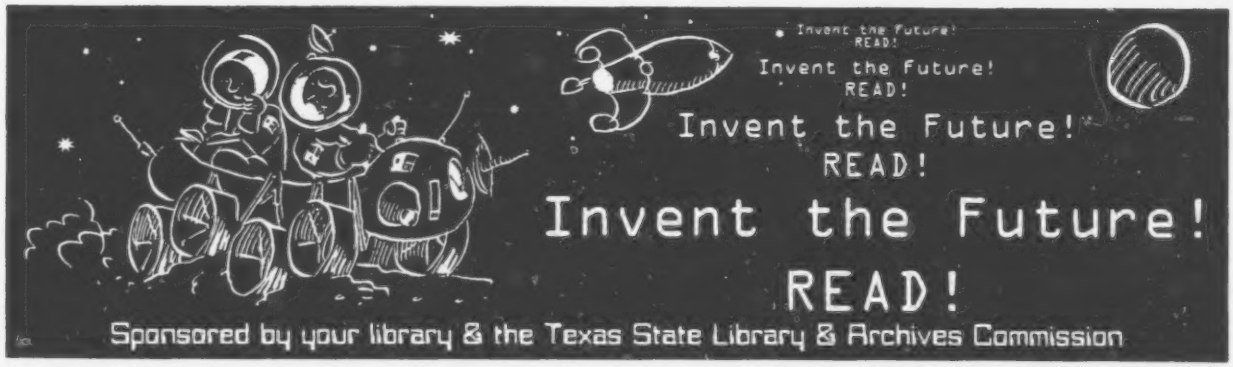

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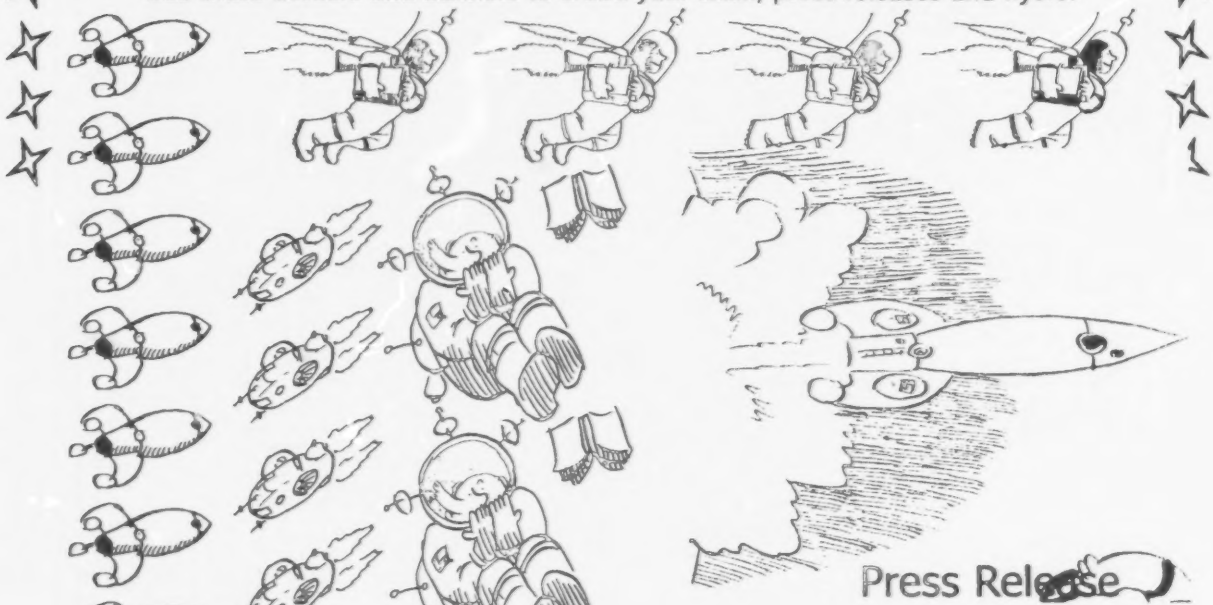

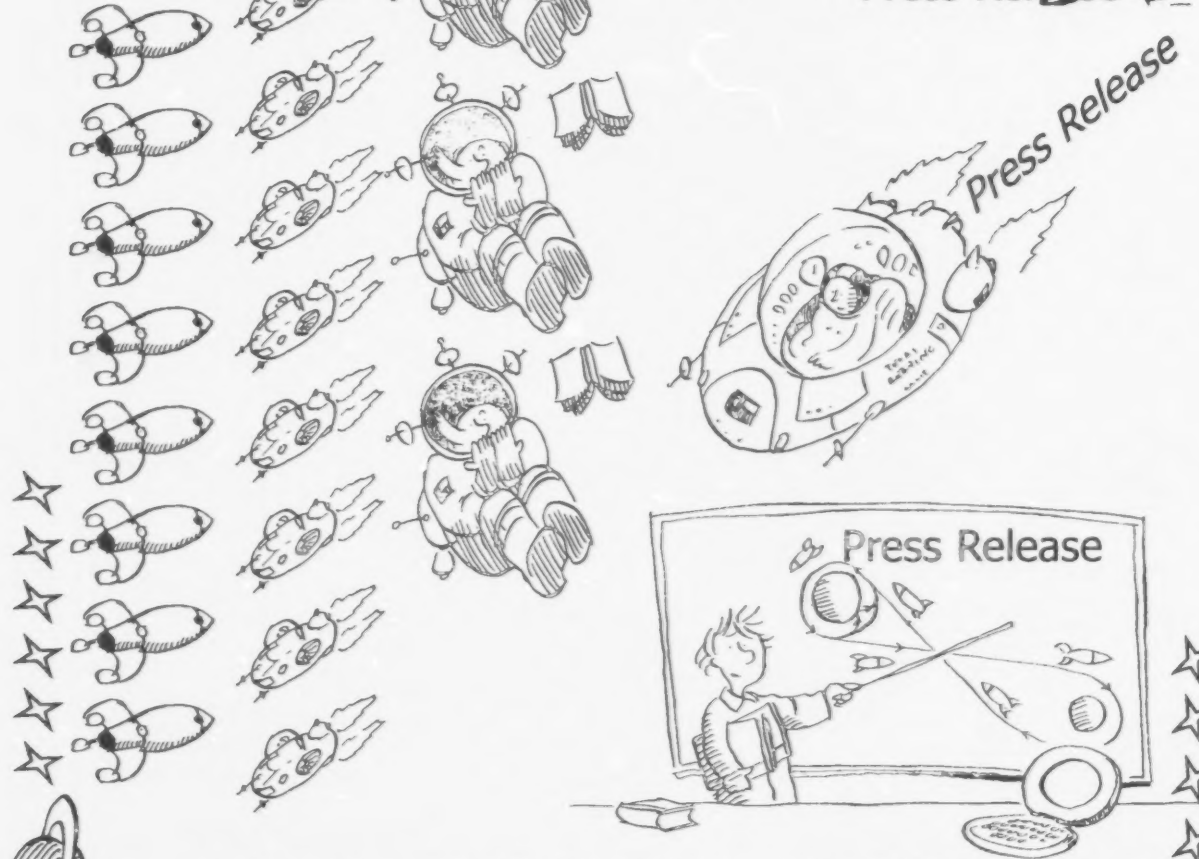

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Invent the Future! Read! Invent the Future! Read!

Invent the Future! Read! Invent the Future! Read!

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Invent the Future! Read! ***Invent the Future! Read!***

Invent the Future! Read! *Invent the Future! Read!*

Invent the Future! Read! INVENT THE FUTURE! READ!

Invent the Future! Read! Invent the Future! Read!

¡Inventa el Futuro! ¡Lee! ¡Inventa el Futuro! ¡Lee!

¡Inventa el Futuro! ¡Lee! ¡Inventa el Futuro! ¡Lee!

¡Inventa el Futuro! ¡Lee! ¡Inventa el Futuro! ¡Lee!

¡INVENTA EL FUTURO! ¡LEE! **¡Inventa el Futuro! ¡Lee!**

¡Inventa el Futuro! ¡Lee! ¡Inventa el Futuro! ¡Lee!

¡Inventa el Futuro! ¡Lee! ¡Inventa el Futuro! ¡Lee!

¡INVENTA EL FUTURO! ¡LEE! **¡Inventa el Futuro! ¡Lee!**

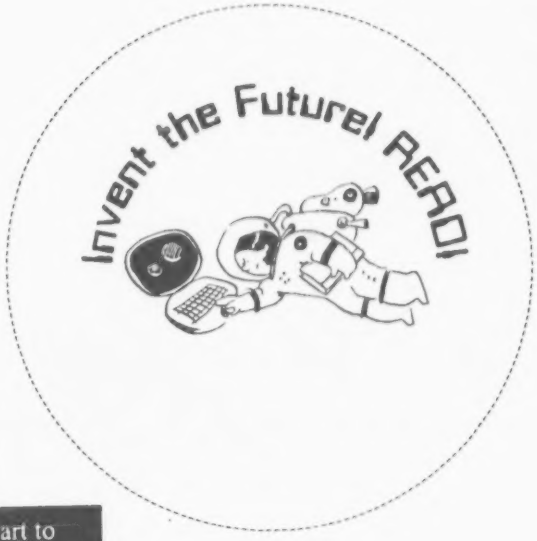
¡Inventa el Futuro! ¡Lee! **¡Inventa el Futuro! ¡Lee!**

¡Inventa el Futuro! ¡Lee! ¡Inventa el Futuro! ¡Lee!

2" Button

2 1/2" Button

2 1/2" Button



2" Button

Add your favorite art to design your own buttons.

2 1/2"

Invent the Future! READ!

2"

¡INVENTA EL FUTURO! ¡LEE!

Invent the Future! READ!

2"

¡INVENTA EL FUTURO! ¡LEE!

2000

2 1/2"

2000

2"

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Certificate of Appreciation

_____

Library _____

_____

For support of the Texas Reading Club

Date _____

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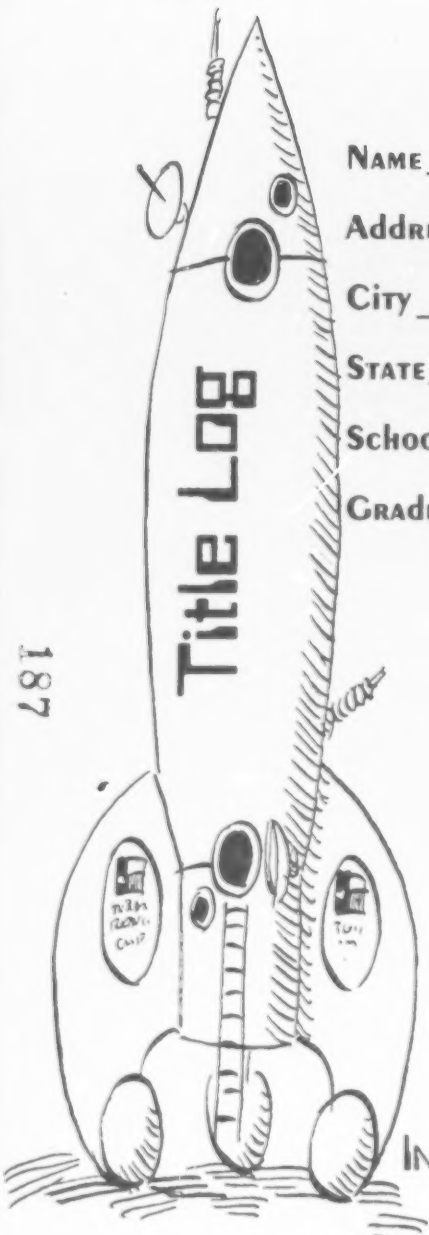

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

SCHOOL _____

GRADE _____ AGE _____

INVENT THE FUTURE! READ!

TEXAS READING CLUB 2000

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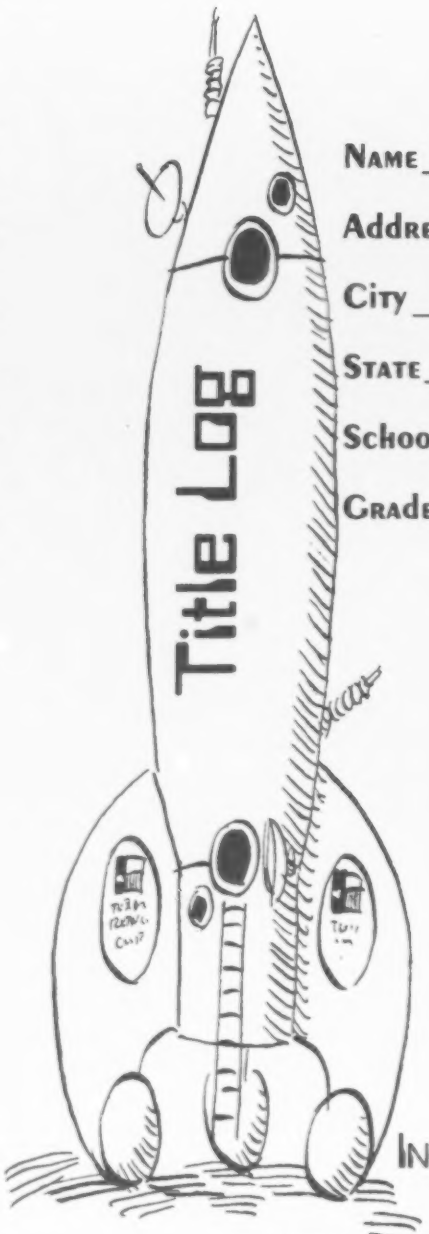

NAME _____

ADDRESS _____

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STATE _____ ZIP _____

SCHOOL _____

GRADE _____ AGE _____

INVENT THE FUTURE! READ!

TEXAS READING CLUB 2000

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Write the titles of the books you read below.
Put the number of books you read in the rocket.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

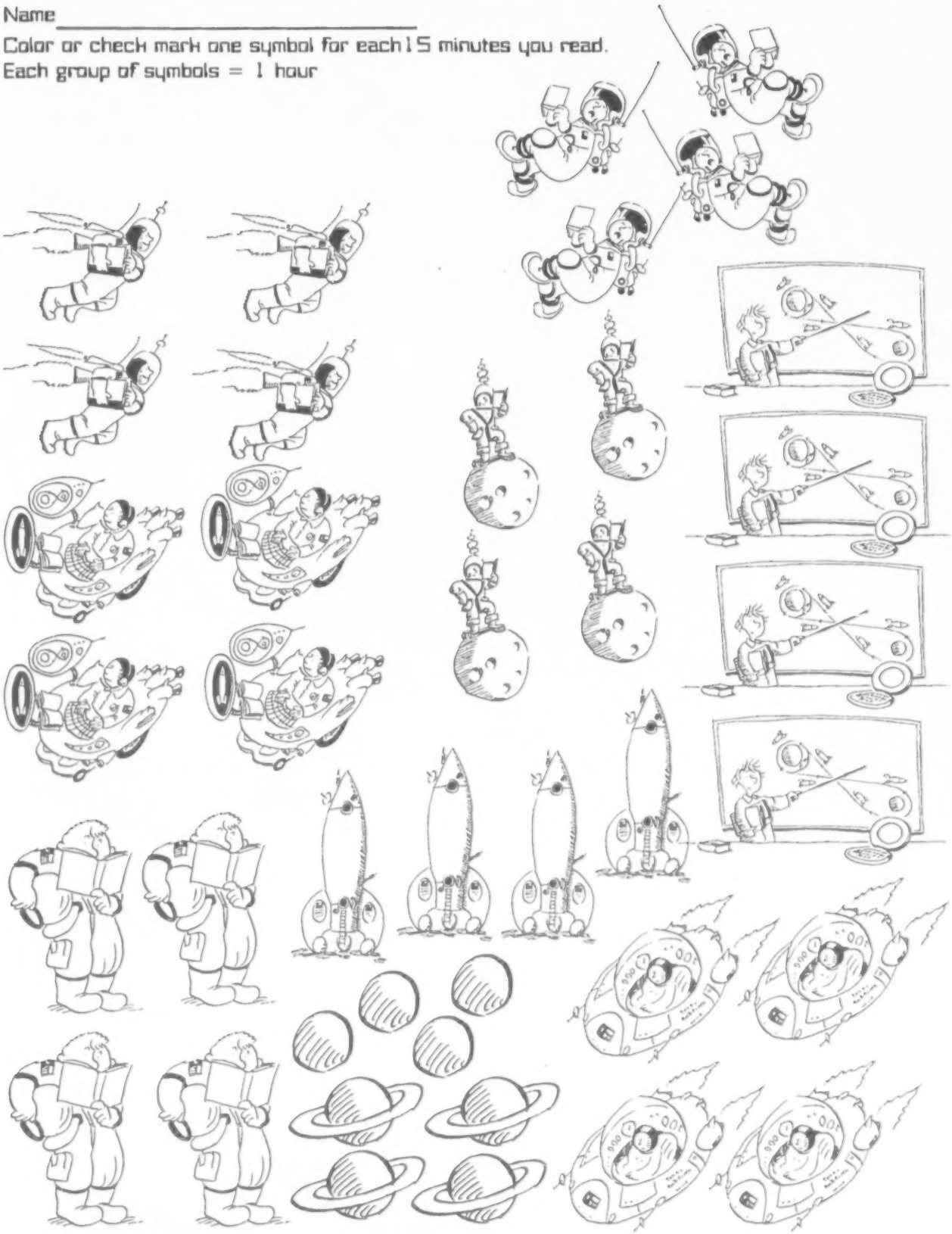
Write the titles of the books you read below.
Put the number of books you read in the rocket.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

Time Log

Name _____

Color or check mark one symbol for each 15 minutes you read.
Each group of symbols = 1 hour



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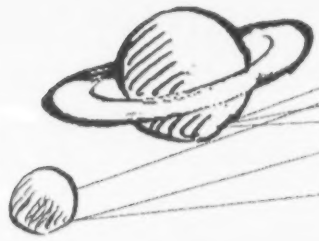
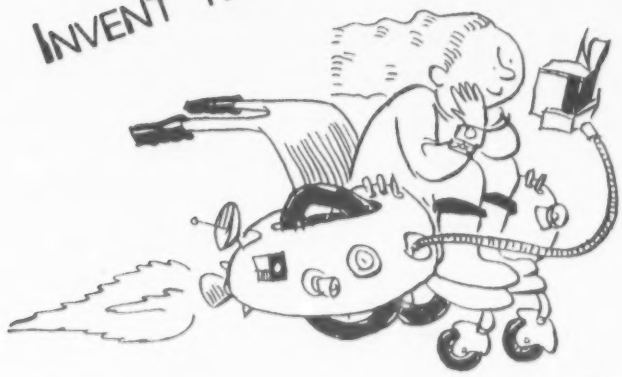


Time Log

INVENT THE FUTURE! READ!



Name _____

Address _____

City _____

State _____ ZIP _____

School _____

Grade _____ Age _____

TEXAS READING CLUB 2000

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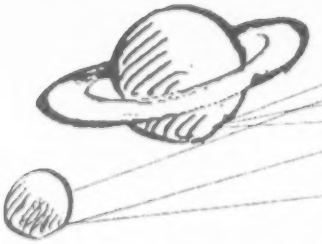
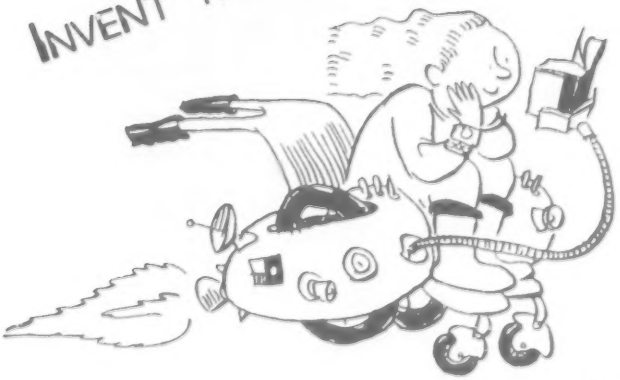


Time Log

INVENT THE FUTURE! READ!



Name _____

Address _____

City _____

State _____ ZIP _____

School _____

Grade _____ Age _____

TEXAS READING CLUB 2000

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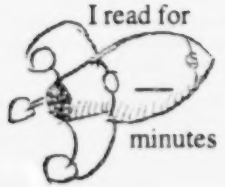
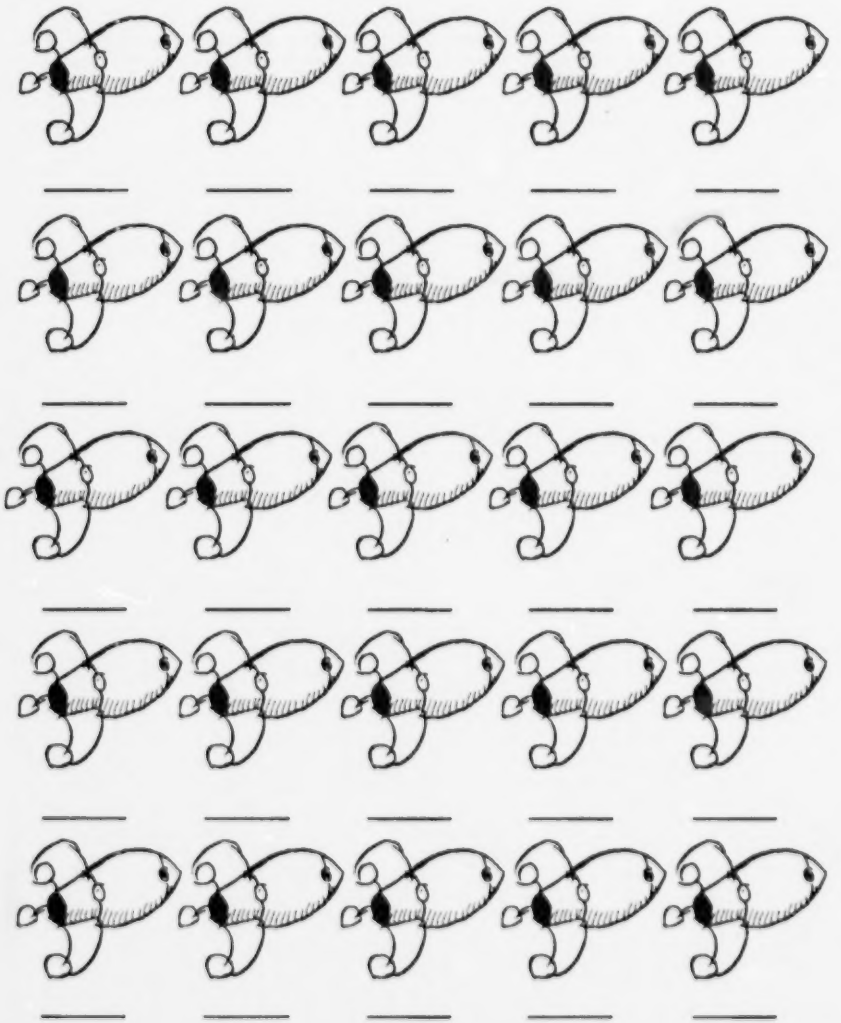
Color in the rockets below to count the time you spent reading. Put your total here:



ONE ROCKET = _____ MINUTES



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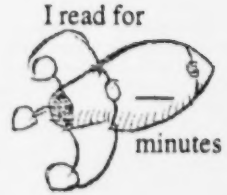

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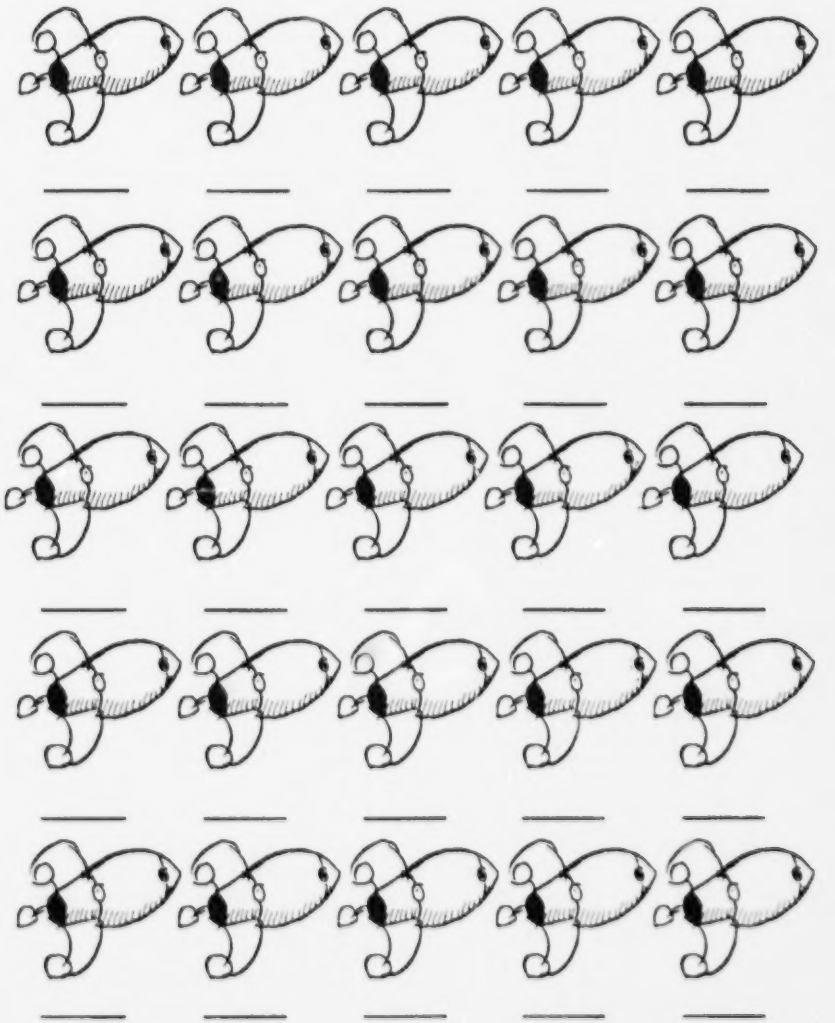

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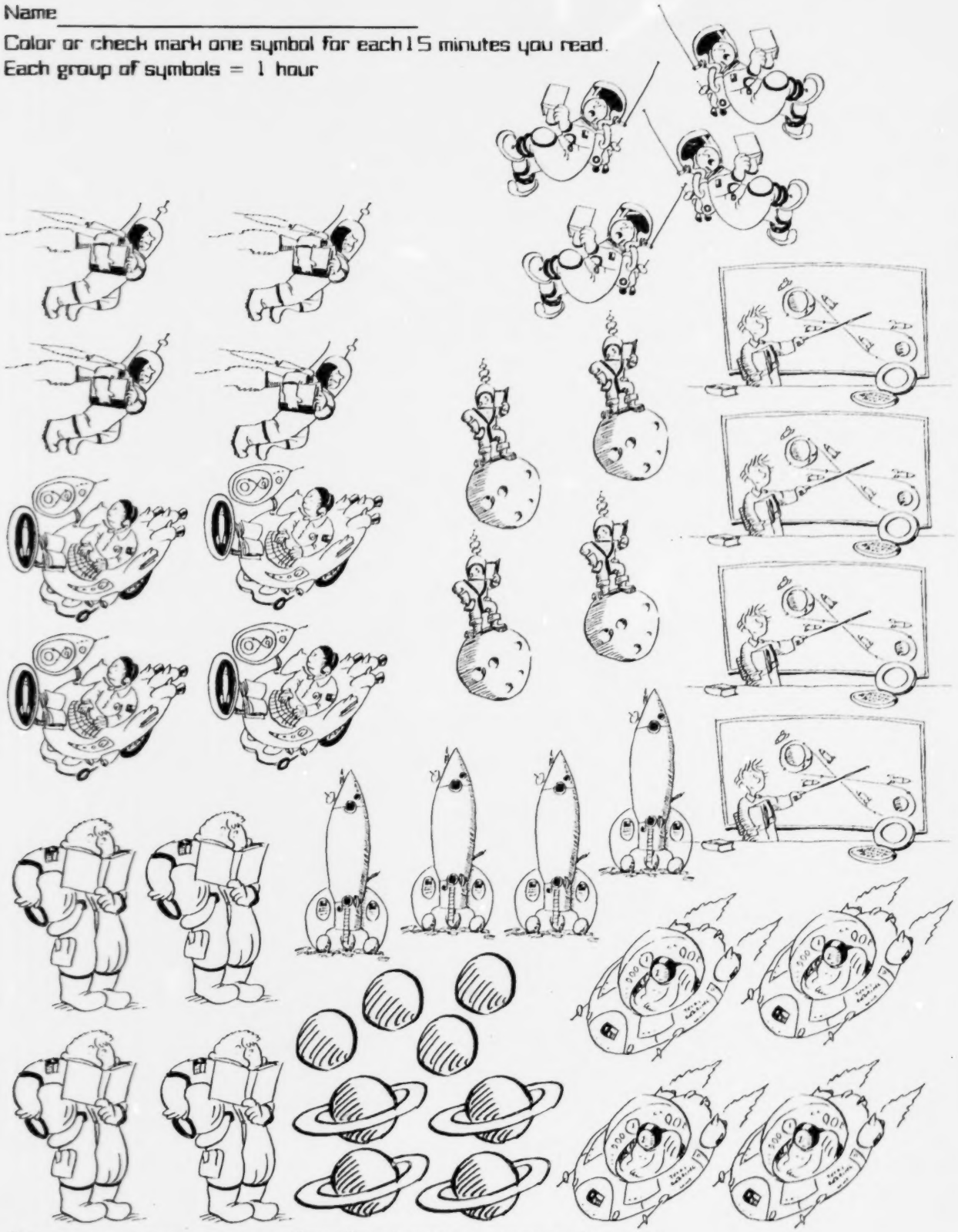

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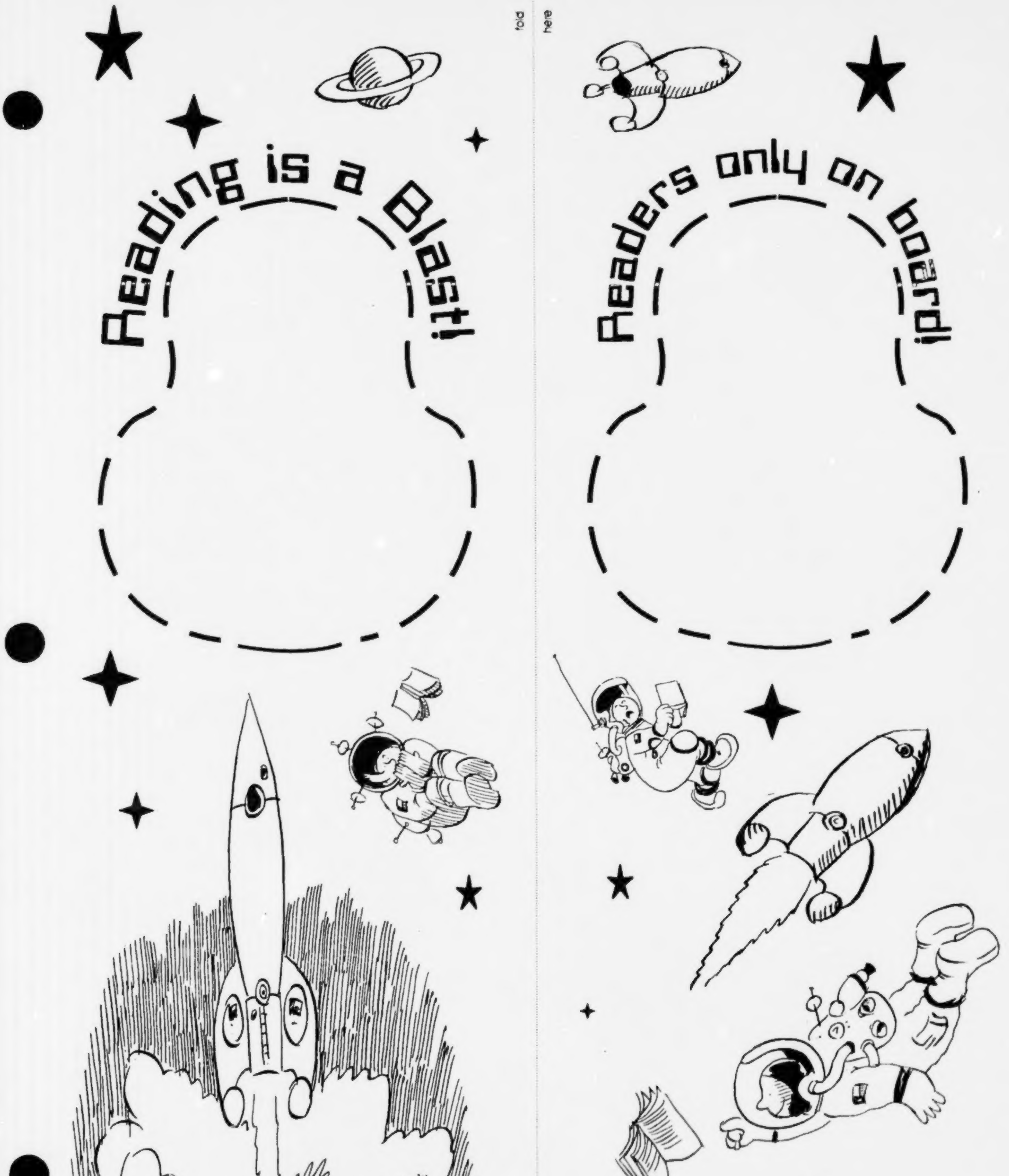
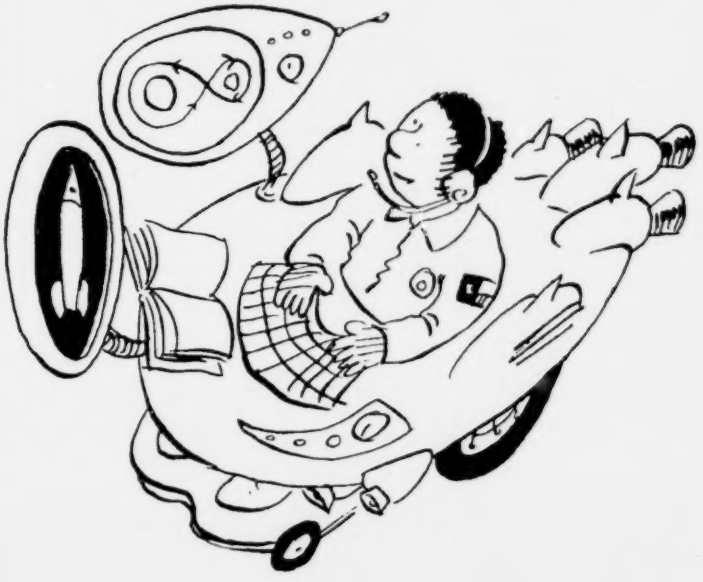

Reading is a Blast!
fold here
Readers only on board!
Sponsored cooperatively by your library and the Texas State Library & Archives Commission
fold here

Invent the Future READ!

Invent the Future READ!

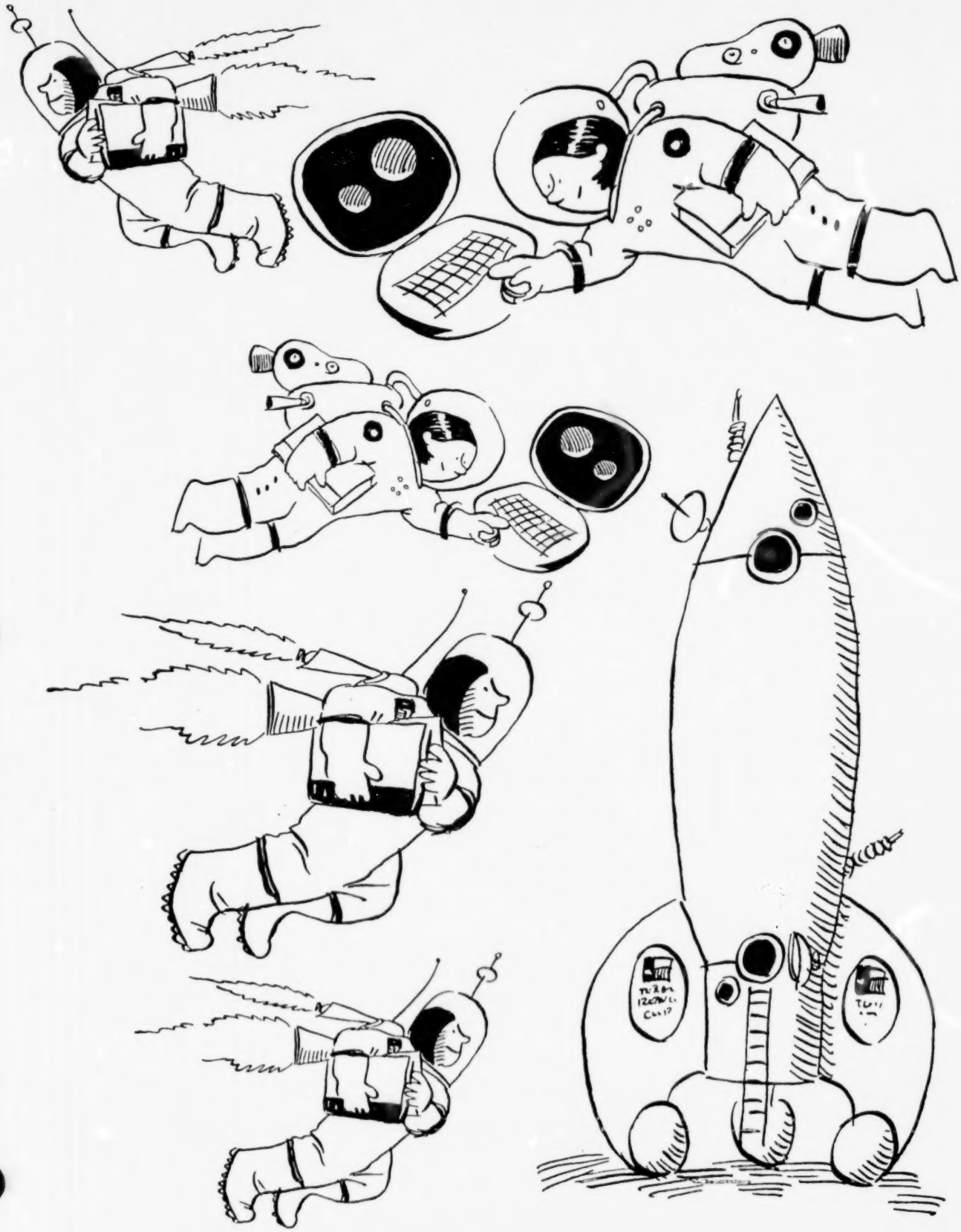


Invent the Future READ!

Texas Reading Club

¡Inventa el Futuro! ¡Lee!

Texas Reading Club



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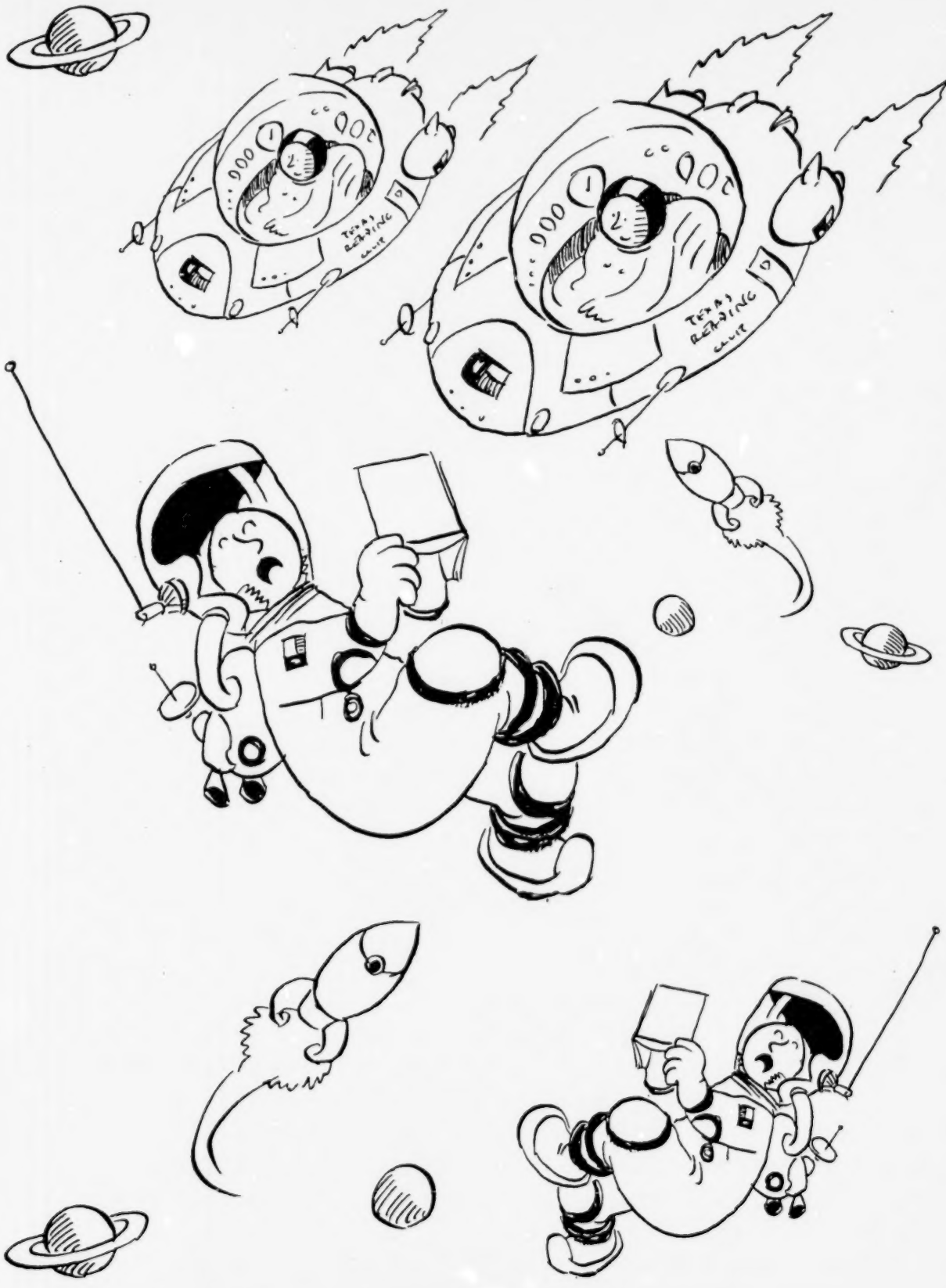

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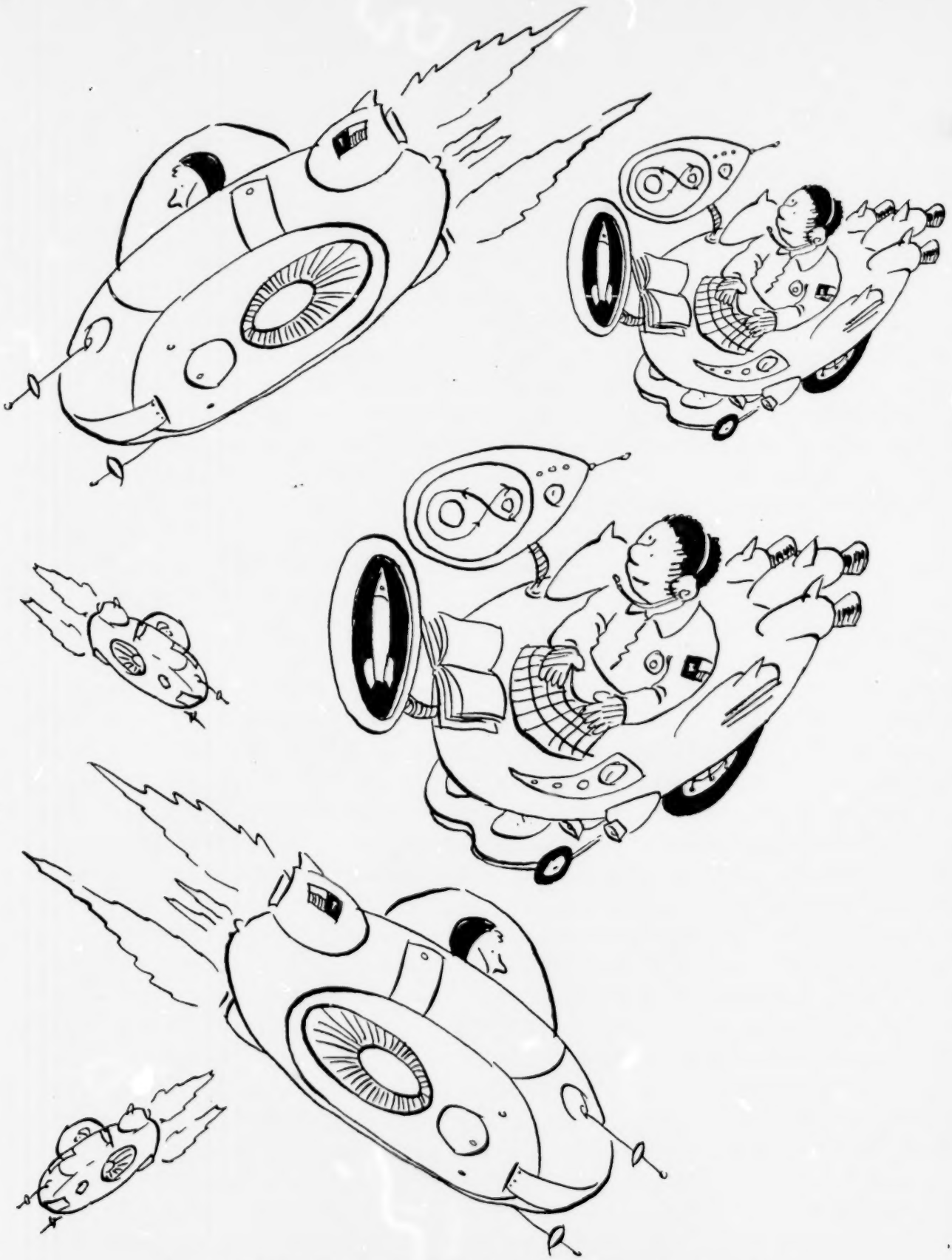

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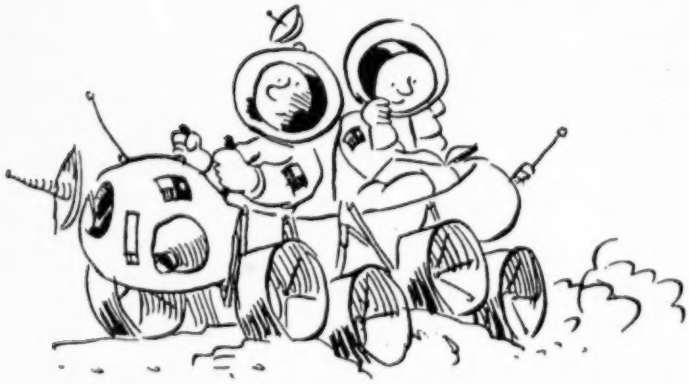

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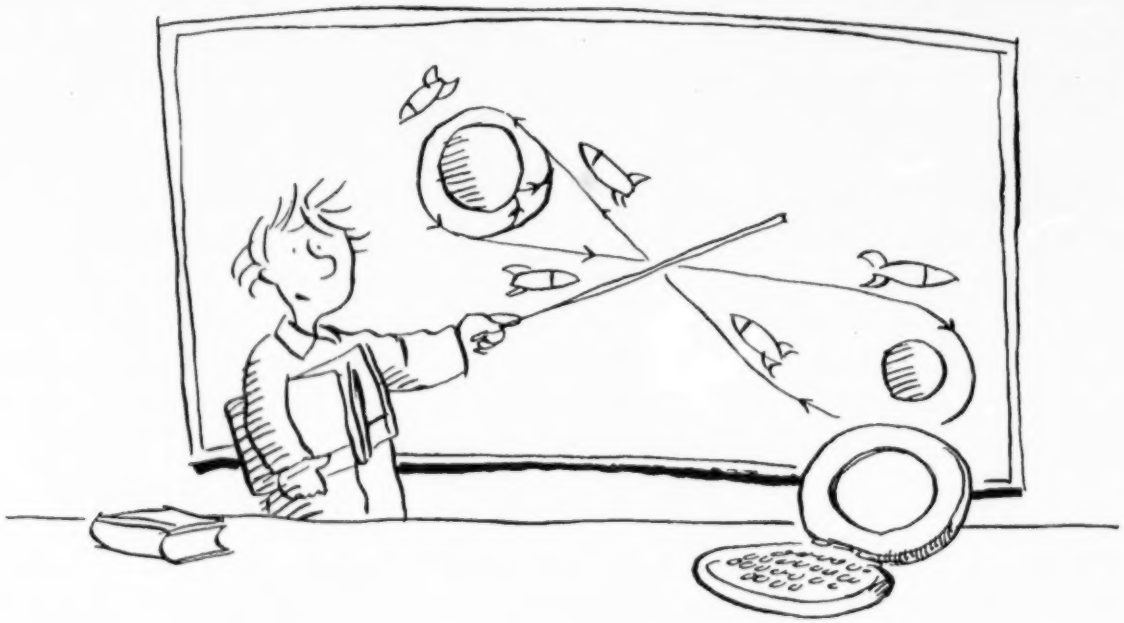

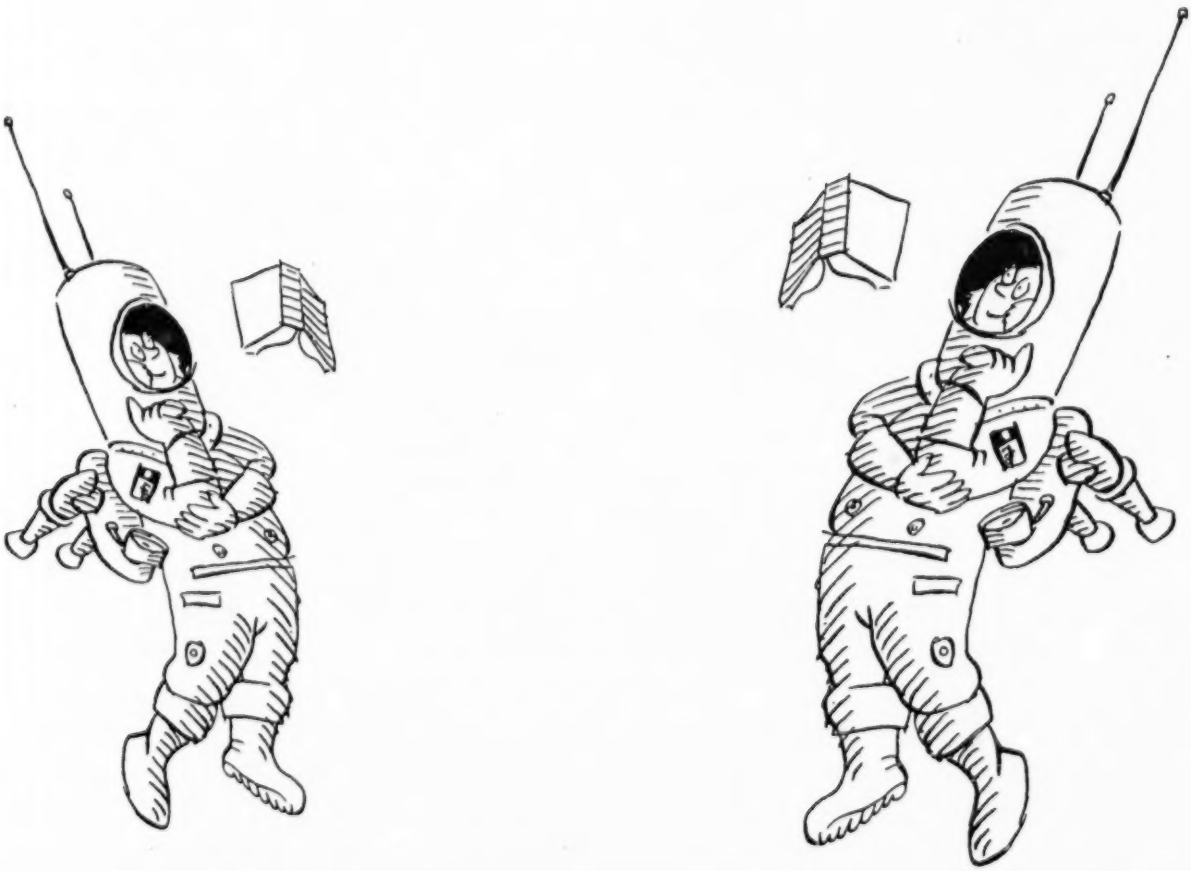

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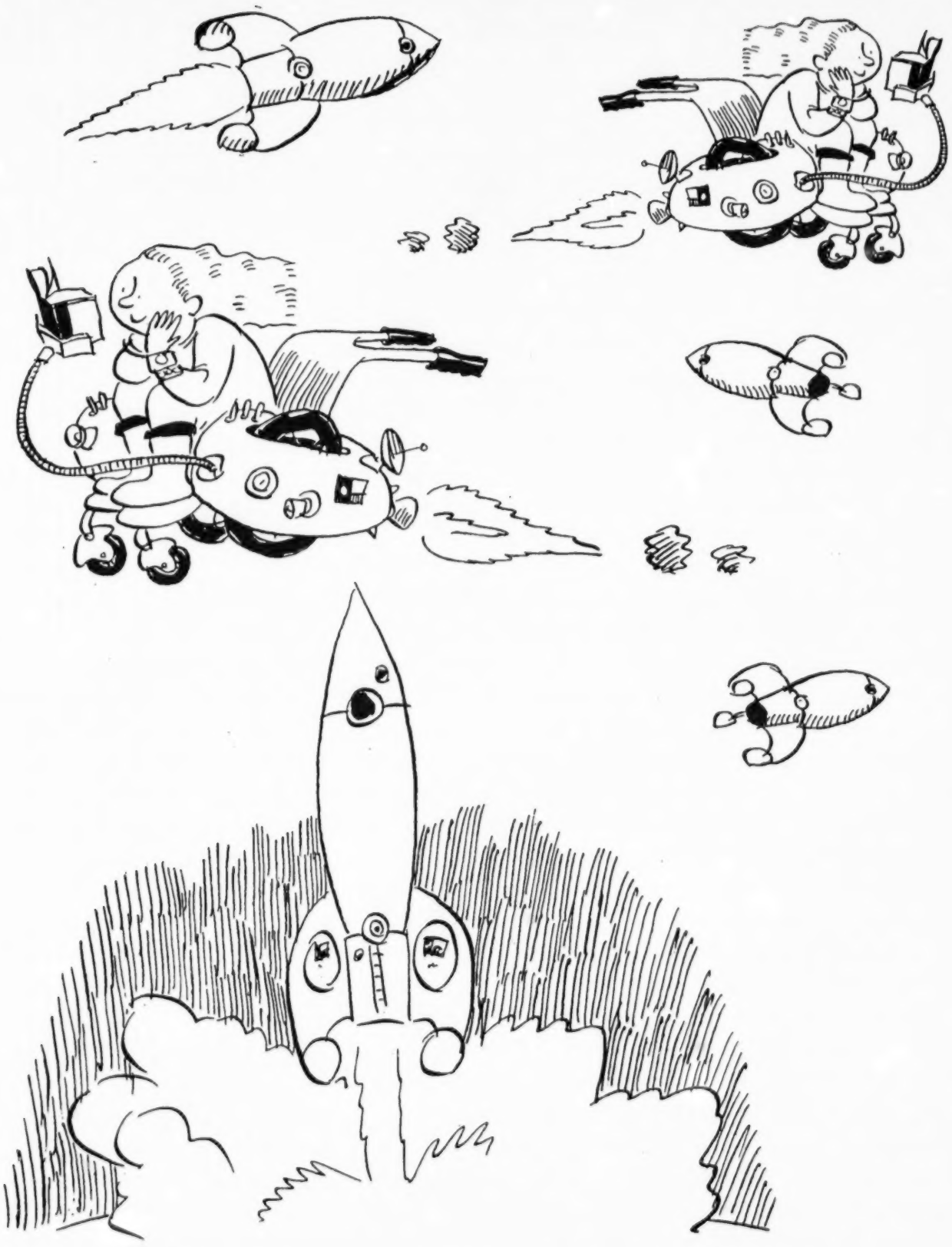

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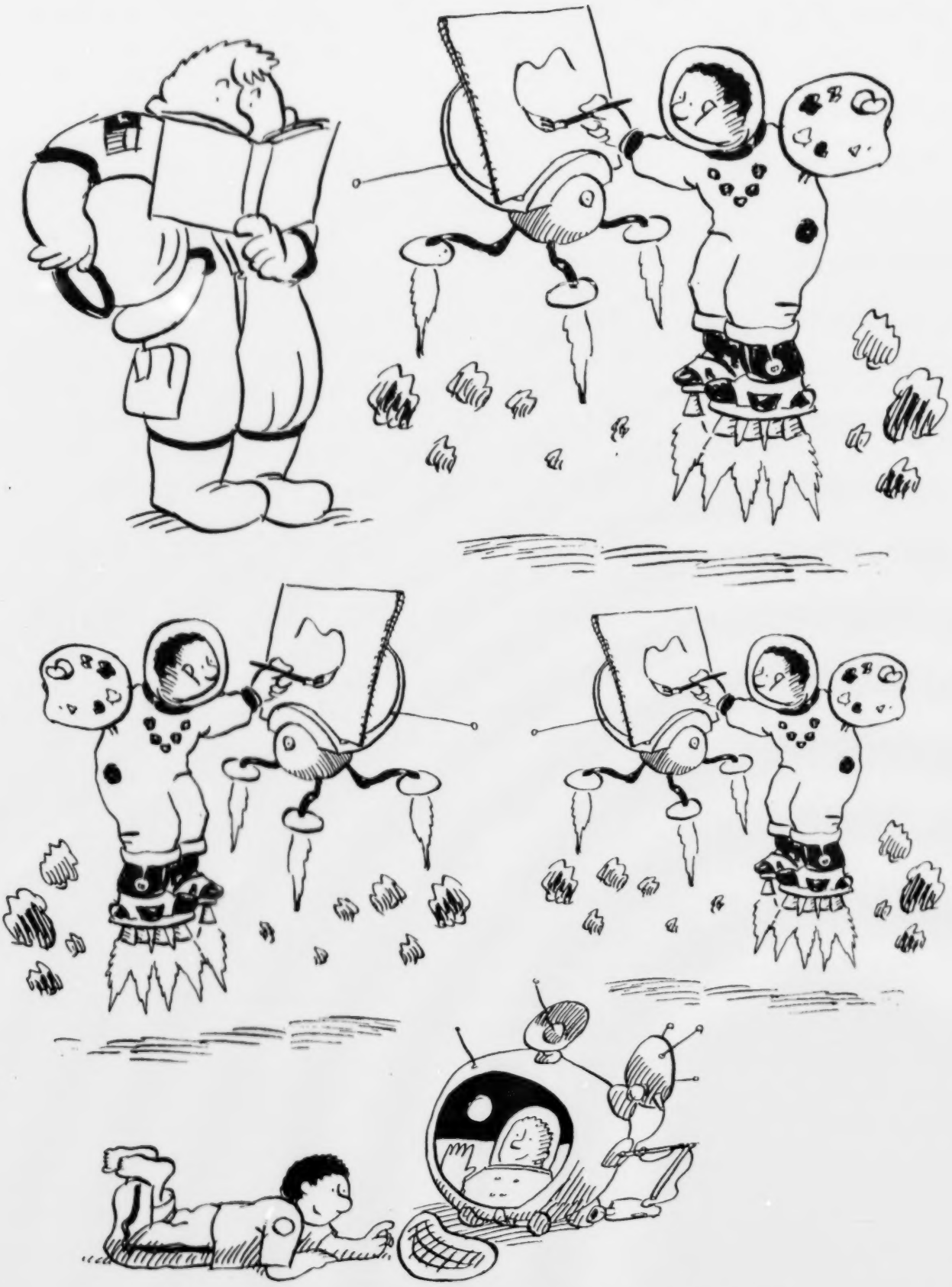

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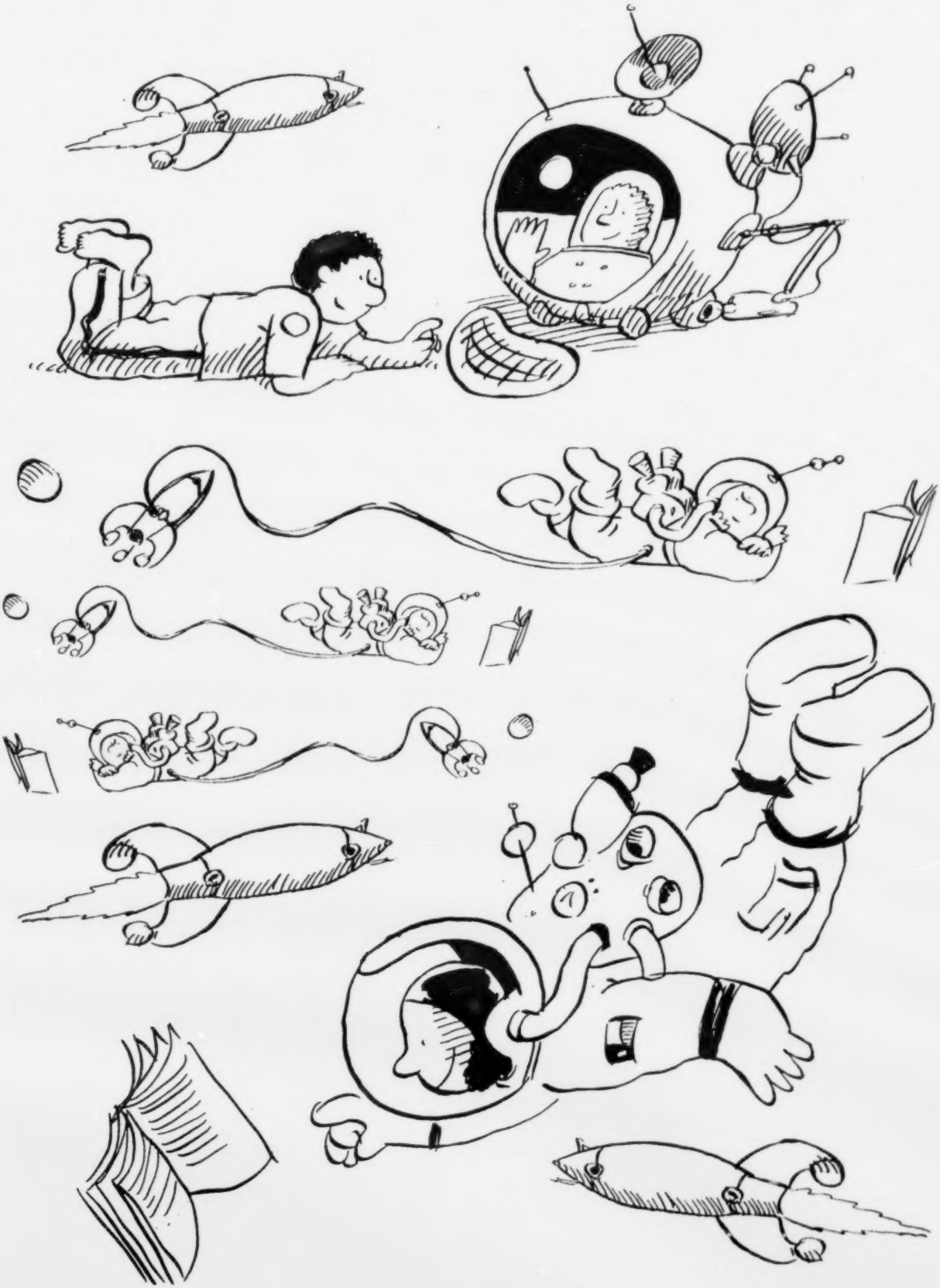

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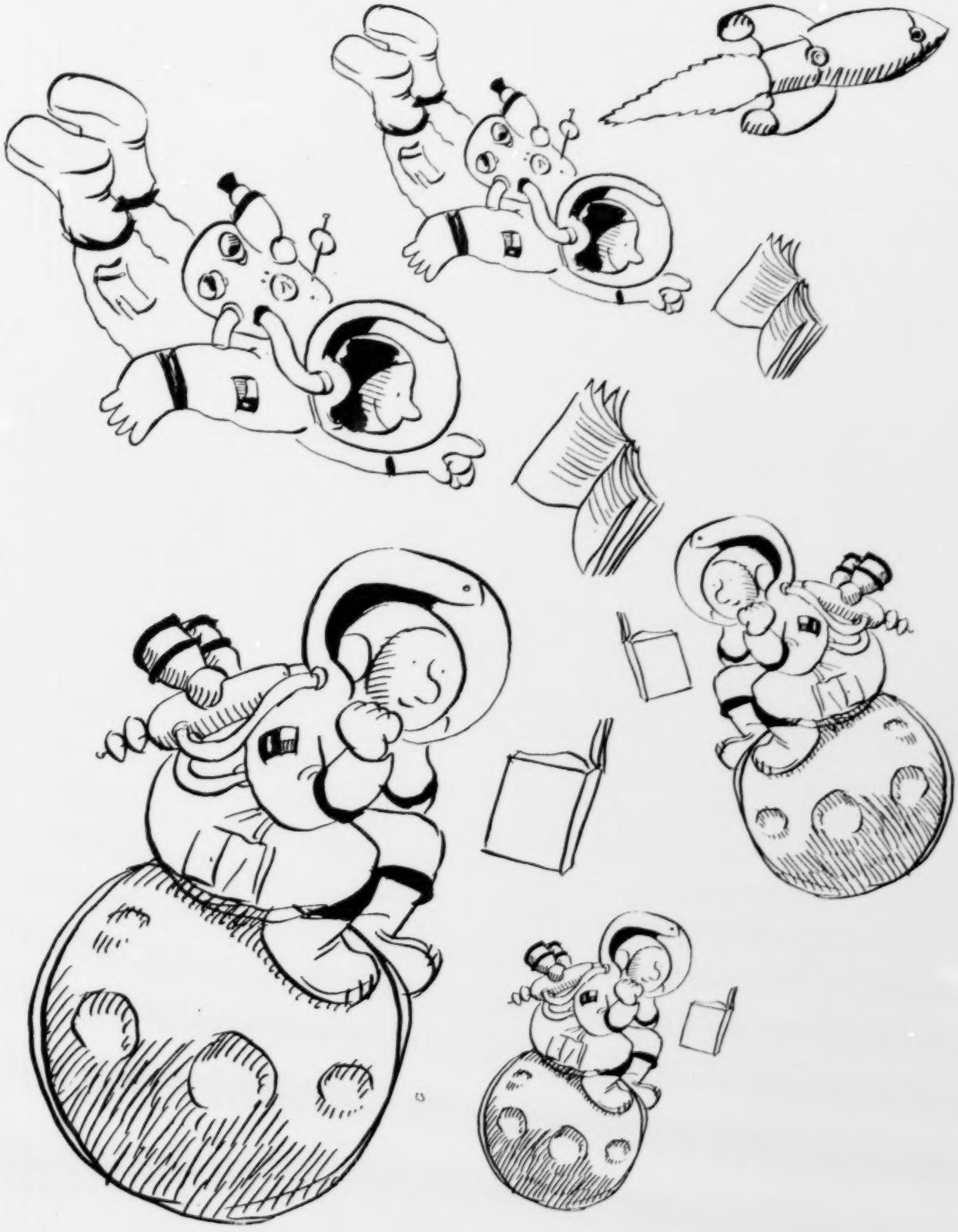

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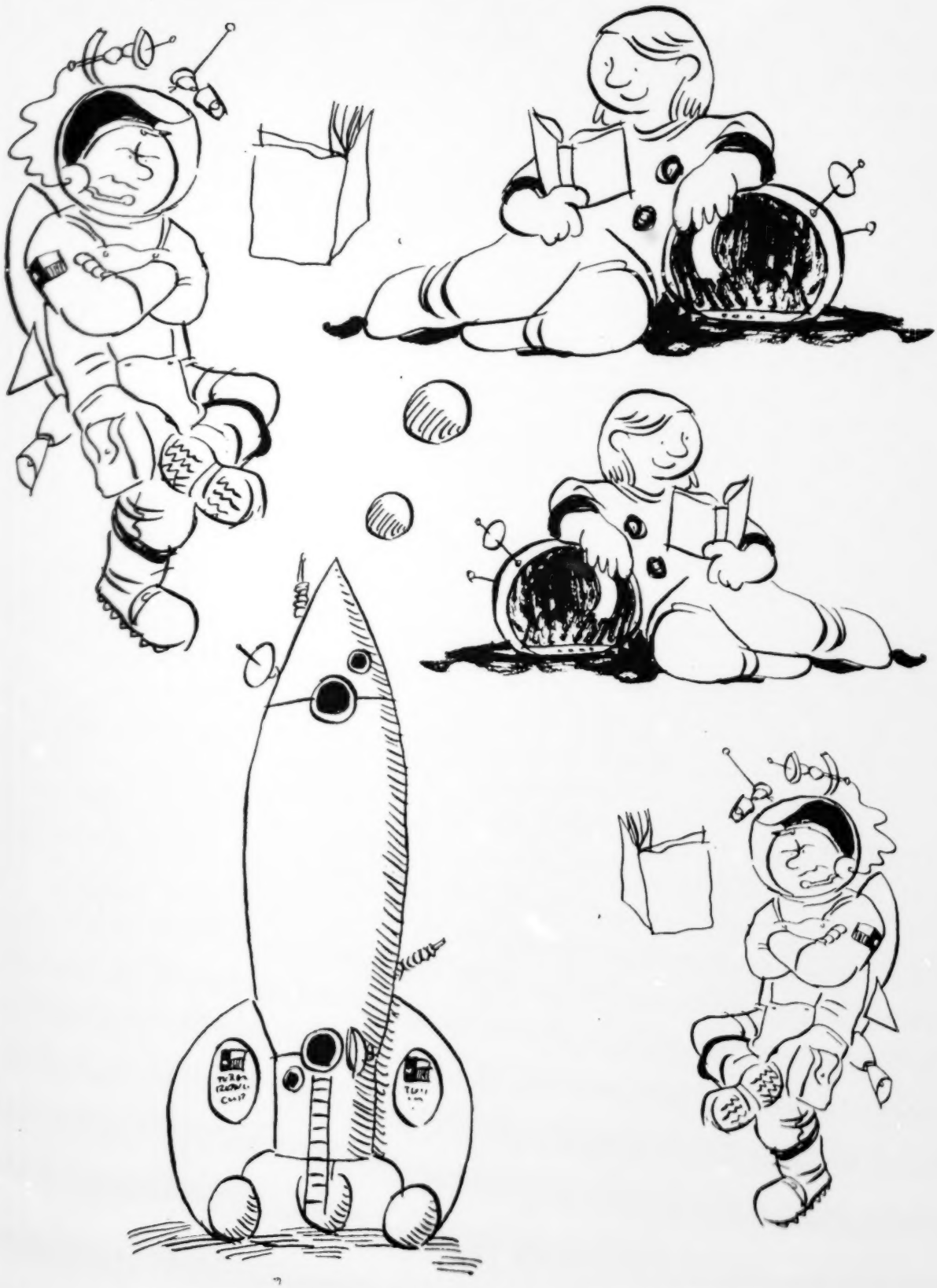

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